



SIERRA/DYNAMIX NEWS MAGAZINE

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LARRY'S NEW LOOK

JIM WALLS Q & A

WELCOME TSN:
THE SIERRA
NETWORK

TOUR SIERRA

'MOST WANTED'
NEW COMPUTER
GAMES

LEISURE SUIT LARRY 1 & 5
POLICE QUEST 3
ROBIN HOOD
WILLY BEAMISH
NOVA 9
KING'S QUEST V-MULTIMEDIA
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Whoa, what a line-up! Can this much fun be legal? You may recognize the two suspicious characters on the left, but who's that guy with the bow? How about the rowdy kid with the skateboard? That sharp-dressed dragon on the end sure doesn't look worried. In fact, all of these playful perpetrators will plead "no contest" to First Degree Fun. To ferret out the facts in the case of Sierra's New Games, see the Fall Line-Up Preview on page 30! Meanwhile, take a look at computer gaming's 'Most Wanted' list.

Sierra/Dynamix Newsmagazine

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by Ken Williams

"IS YOUR COMPUTER OBSOLETE?"

For Christmas 1988, I bought my parents a Tandy HX computer. Because Sierra does a lot of business with Tandy, I was able to get the special discounted price of around \$1,250 for this turbo-charged 8088 machine with 512K of RAM, a color monitor, and even a 360K floppy disk drive!

Obviously, this was a bit of a stretch as a Christmas present, but I figured at least my parents would finally be able to see what I do for a living.

Now, less than four years later, it has been over a year since Sierra has shipped a new product that will run on my parents' Tandy computer. Even worse yet, it would be cheaper and wiser for them to buy a new computer than to perform an upgrade.

This is horrible, and I feel bad about it. But I know it could be worse! At least my parents'

"I CAN'T AFFORD TO BUY A NEW COMPUTER EVERY TWO YEARS."

software investment might be salvaged if they buy a new computer.

Imagine how you would feel if you were one of the unlucky

people who purchased a 2GS from Apple. You now find that: (a) your machine is discontinued; (b) few, if any, new products are coming out for your machine (none from Sierra); (c) you can't upgrade the machine to be compatible with a Mac, no matter how much you spend and; (d) if you do switch to a Mac, Amiga, or a PC, all of your software will have to be repurchased.

The problem is, computer technology is moving too fast these days. It seems like every computer more than a year old is incompatible.

Last Christmas, Roberta and I bought our son a PS/2, Model 30/286 computer. This month I spent over \$1,500 to: (a) replace

"HARDWARE COMPANIES ARE RECONFIGURING AND REPRICING THEIR HARDWARE QUARTERLY!"

the processor with a 386SX; (b) change the 20 megabyte hard drive to 80 megabytes and; (c) add 2 megabytes of memory (so he can run Windows).

I wouldn't be that unhappy, except that the 386SX upgrade seems incredibly flaky. Strange garbage keeps showing up on the screen, and I'm tired of trying to figure out why. Also, the PS/2 has a built-in VGA board which only has 256K of RAM and can't be upgraded to handle higher resolution graphics. Now I'm considering giving up and buying him a new computer.

I can't afford to buy a new computer every two years. It doesn't make sense that I'm penalized just for being the first one on my block to invest in a computer!

If you were hoping that this was the paragraph where I'd provide some simple solution to this problem, I'm afraid I'll have to

disappoint you. Technology is evolving at a faster rate than ever, and the problem of computer obsolescence is getting worse.

Sierra On-Line is frequently consulted by the major hardware

"PRODUCT WHICH DOES NOT TAKE ADVANTAGE OF THE LATEST TECHNOLOGY WILL NOT GET STOCKED ON RETAIL SHELVES."

companies as they design future versions of their computers. During a recent discussion with the head of one of these companies, the comment was made that the days of a once yearly model upgrade are long gone. Technology is moving so fast Product which does not take advantage of the latest technology will not get stocked on retail store shelves.

Each day when I open my mail, I find letters from customers who are upset because Sierra's newest products no longer run on their computers. This is extremely frustrating to me. The answer to why Sierra keeps advancing the minimum machine which we design product for is fairly simple: product which does not take advantage of the latest technology will not get stocked on retail store shelves.

Sierra can only make products which we can sell. Even if we still made Apple 2GS or even Commodore 64 software, most retailers would not carry it. Retailers only want the hottest selling products for the machines they currently sell.

A recent example of this is the EGA/Tandy versions of our MS-DOS games. The market for MS-DOS software has shifted over the last 12 months to VGA, which allows higher resolution and more colorful pictures. Two-thirds of

our customers have VGA cards in their computers.

Too many disks would be required for us to produce a game which contains both VGA and 16-color graphics in the same package. Therefore, we have now split our products into two different versions: a VGA package and an EGA/Tandy package. The bad news is that in many cases, our retailers are electing not to carry the EGA/TANDY version at all because the VGA version sells better and works on the machines that they are carrying in the store!

We're now facing this same dilemma with the Macintosh. We can't ship a product with both color and black-and-white graphics. There would be far too many disks in the box. The color version of the game will outsell black-and-white 2-to-1, and retailers want to sell the Color Macs these days. This means that retailers won't stock the B & W version.

We've had to ask ourselves whether we should produce black-and-white or color versions of our products if our retailers won't offer the black and white version. Therefore, our future games will probably be offered to Color Mac owners only.

I've actually over-simplified these complex issues. We also face such problems as our decision to avoid raising prices by shipping on high-density disks. Some of you have low-density disk drives and can't run our products.

Should we reduce the size of our games or raise prices? I really am opposed to either of these options. However, our shift to high-density disks adds to the overall problem of computer obsolescence.

"WE NEED TO AGREE ON A PLATFORM WHICH SHOULD DOMINATE THE '90'S."

What if there wasn't a hardware evolution? What if technology froze for the next ten years? It sounds crazy, but let's explore this for a

second.

From 1978 to 1983 the personal computer industry was dominated by the Apple computer. The Apple II, which I purchased in 1979, served me well throughout this period. I remember many discussions with Steve Wozniak at Apple where he commented on his amazement at the applications his creation had been put to.

He never imagined when he first created the Apple II how far the software community would push his hardware.

In 1983, a company called Nintendo introduced the Family Computer into the Japanese market. In America, we call it the NES. Its central processor is the same 6502 processor that drives the Apple II.

Each year, the programmers believe they have written the best possible games for the 6502 processor and exhausted the total capabilities of the system. Yet, each year the programmers try to outdo each other and the games have consistently gotten better.

It's important to point out that

"THE RECENTLY ANNOUNCED RELATIONSHIP BETWEEN APPLE AND IBM MEANS STANDARDIZATION IS COMING."

hardware is now evolving so fast that new computers are becoming obsolete before the software community even learns to program them.

Why has Nintendo been so successful in penetrating almost every household with children in the U.S. and Japan? It's cheap, easy-to-use, and every cartridge sold runs on every Nintendo sold.

Computers aren't cheap, easy-to-use, or very standard. Even the Macintosh is starting to approach PC complexity these days. My suggestion to the hardware and software industry is that, we agree on a platform which should dominate the '90's.

We cost-reduce it and make it simpler to use. The problem with this is that it isn't going to occur (and, it may not even be legal).

Hardware companies feel they must compete with each other on power and price, so they keep adding new features that make them incompatible.

On the other hand, television, radio, tape player, VCR, and even CD player consumer electronic companies have found ways to compete on features and price in a standard way which allows the software to run on hardware from different companies.

All of us in the computer industry realize that this kind of conformity has got to evolve, but we can't seem to find a way to agree on anything. Maybe the recently announced relationship between Apple and IBM means standardization is coming

The new, hot, evolving technology is "multimedia," which generally seems to mean the use of a CD-ROM and a computer. Sierra is in the process of deciding what hardware we will support with our CD products.

This is a trickier decision than you might think. Believe it or not, I have been told there are about 15 (!!!) non-compatible CD-ROM based computer standards. Assuming the market evolves to one standard, then people who buy the other 14 machines will occupy a special place in history alongside those with 2GSs and Beta VCRs.

For the record, the only new CD-ROM based machine Sierra is definitely 100% committed to developing products for is:

- PC with MS-DOS
- 386SX or faster CPU
- CD-ROM Drive 500 Ms or Faster
- Mouse
- Sound Card (*Adlib Gold Soundblaster, Spectrum Tandy or PS/1*).

We plan to begin development for Color Macintosh with a CD-ROM drive, but that hasn't actually gotten underway.

We're currently considering developing for the Sega Genesis with

a CD-ROM, Super Nintendo (if they announce a CD-ROM) and Sony's Play Station. CDI is also being evaluated, as well as several others I can't talk about.

I suspect I've done more to frighten you than was my intent. There really are two safe hardware purchases:

(1) A color Macintosh

(2) A 386 based PC

I like the Amiga and would consider one, but I can't honestly say it's a "safe" decision if you're about to buy a new computer.

Here are 10 thoughts for you to consider when upgrading your computer, or as you counsel others regarding their computer purchases:

1. *Think about how much support you need after you make your purchase.* You will pay more at some retail outlets than others and, generally, less through mail order. If you'll need to call your dealer every 5 minutes as you set up your machine, you'd be best served by paying full list price at a full service dealer.

2. *Buy a copy of Computer Shopper.* If you know what to look for, and you're willing to do a little research you'll be surprised how cheap it can be to replace your computer. I just bought a 4 megabyte 386/33 Mhz, 80 megabyte hard drive, high-density 5.2-inch and 3.5-inch floppy drives, Super VGA, mouse, Windows, etc. system from a top mail order company for \$2,295 complete. It even came with the hard disk formatted, DOS 5.0, and Windows installed. All I had to do was plug it in!!!!

3. *Buy more than you need.* Some retailers will try to focus you on not wasting money by buying more machine than you actually need. This is fine if you're only going to run the applications that you initially bought. But every year's software will need a faster machine to run, so it's good to prepare ahead.

4. *Buy an expandable machine so you can upgrade.* No matter how big a hard disk you buy, there's a chance you'll want a bigger one some day. Who knows, perhaps you'll want to add a higher resolution graphics card. Machines



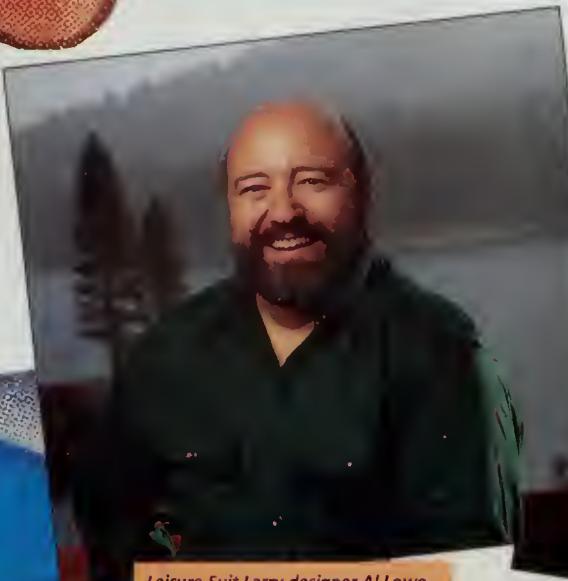
In Larry 1, Larry's a brand new guy.



The Larry 1 ladies look better too!

LARRY'S

By Lorelei Shannon



Leisure Suit Larry designer Al Lowe.



Larry 5 Creative Director,
Bill Davis.



The old look of Larry 1.



Larry & Patti in Larry 5.



Visit the voluptuous world of Larry 5

NEW LOOK

His name is Larry; Larry Laffer. And he's a whole new man. If you've played *Leisure Suit Larry 2* or *3*, you know he's come a long way from his modest appearance in *Larry 1*. But that's not the whole story. The Larry of the 90's is hot!

It was a great idea for a game. You'd become Larry Laffer, still single at 40, nerd par excellance'. Your objective: To roam the streets of Lost Wages, learning the ways of the world on a quest to lose your you-know-what. *Larry 1* was a runaway hit. It was only natural that Sierra decided to give this favorite a facelift.

When the proposal to re-do *Larry 1* was first brought up, Al Lowe thought it would be fun to use video-captured characters. Creative Director, Bill Davis still saw Larry as a cartoon character. After an epic debate, Al and Bill decided that a cartoon Larry would be much better for the wild visual humor they had planned. And wild it is.

The world of *Larry 1* is full of crazy characters, day-glo colors, and berserk, frenetic backgrounds with a beat. Inspired by the art of Picasso, Matisse and Mr. Magoo, Bill Davis and a talented team of artists bring you a Lost Wages with a life of its own.

Larry 1 not only looks better, it's more fun. With 4 times more messages than the original, you can now interact with everyone (and everything) you see. Do any crazy thing you can think of, and you'll almost always get a totally outrageous response.

How about some mood music? Written by in-house composer Chris Braymen, the new *Larry 1* score has whimsical themes, musical puns, and just plain excellent tunes. One piece is even a clue, but we're not telling you which one.

You've looked for love, pulsated your pectorals, and now you're ready for anything, even *Leisure Suit Larry 5*. Patti's a spy for the FBI. Larry's got to pick a hostess for the hit TV show America's Sexiest Home Videos. But look out, the mob is out to get them both. You'll have to take on organized crime, the FBI, the music industry, and Citizens Against Nearly Everything in this silly, sexy romp.

Described by designer Al Lowe as "two adventure games in one", you'll play as both Larry and Patti, like you did in *Leisure Suit Larry 3*. But this time you'll be switching back and forth between characters through the whole game.

The graphics are similar to the wild, funky look of *Larry 1*, but "*Passionate Patti Does A Little Undercover Work*" has a style all it's own. The whole world's been Larryfied.

The *Larry 5* soundtrack was composed by Craig Safan, who is known for his work on the soundtracks of *The Last Starfighter*, *Stand and Deliver*, and other Hollywood films. His hot melodies will really keep you rockin'. Both *Larry 1* and *5* use digitally sampled sound effects for maximum reality and silliness. Of course, they support all major sound cards.

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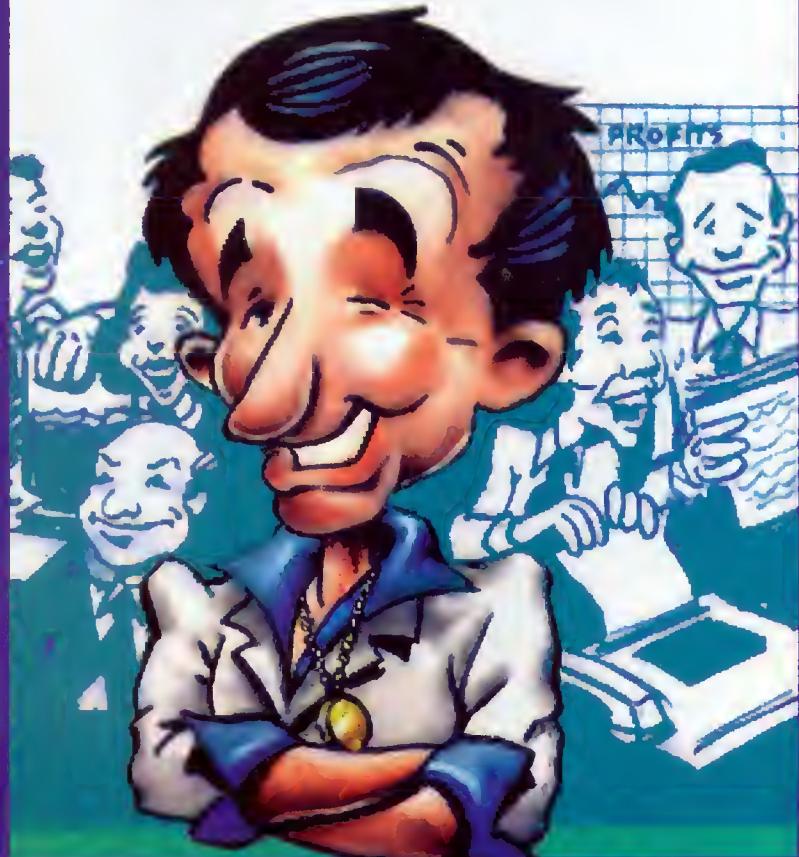
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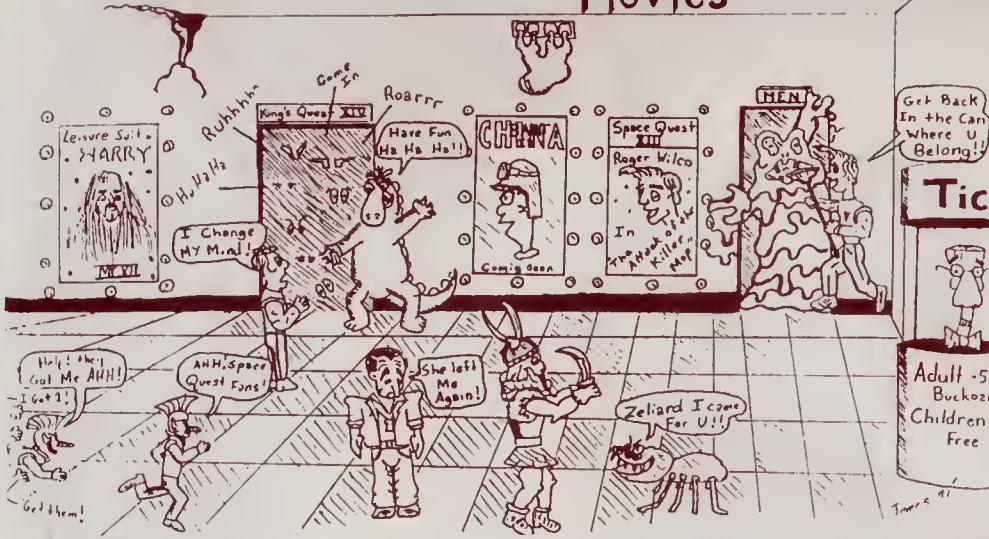
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COMING THIS FALL

AT The Movies



Dudley Beene III, age 15, Louisiana

GET LARRY'S GREATEST HITS LIKE...

Larry Suffer ^{NEW}
SINGS
THE BLUES

- It's My Life And I'll Cry If I Want To
- Am I Lonesome Tonight!!!
- All We Are Saying, Is Give Geeks A Chance
- You Aint Nothin' But A Slime Bag...
- Sharp Dressed Man

James Paul Allen, age 13, Arizona

**Larry 5 Composer
Nominated for Emmy**

Craig Safan, who composed the music for *Leisure Suit Larry 5*, has just been nominated for an Emmy. No, they haven't opened a new category for computer adventure games. Mr. Safan, along with Mark Mueller, was nominated for the song, "The Bittersweet Waltz", on the hit television show, "Life Goes On".

Congratulations, Craig!



A. J. Ryan, New Jersey

Al Lowe Sez:

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"How To Pick Up Clicks" and "How To Use It"
LARRY

A HARD DRIVE IS GOOD TO FIND!
LARRY

To order, see page 57!

An interview with the creator of
Police Quest and Codename Iccman.
By Bridget McKenna

TRUE
STORY

Then he came to an intersection and stood on the brakes. I was right behind him, but he was out of his car waving a .357 magnum before I could get out of my seatbelt. He blew my windshield out, then started running toward my car to finish me off. Just then his car started rolling, and that distracted him. He ran back to try to stop it, and that gave me time to get out of my car.

We exchanged gunfire, and I hit him, though I didn't know it at the time. He ran behind a fence and I heard another shot, which turned out to be him trying to shoot the lock off the fence. That was his last round, and since he wasn't successful in shooting the lock off, he went over the top. Later we found blood on top of the fence — that's how I knew I'd shot him. He ran a few blocks to a nearby shopping center, used his gun to commandeer another car and got away. The next day he checked into a hospital with a 'self-inflicted' gunshot wound.

From the time I called in the pursuit til backup arrived was only 40 seconds. It felt like a lifetime. Everything was in slow motion. I knew during those few seconds that I was going to die.

It happened at night — A guy was driving a stolen car. I tried to stop him, but he didn't want to stop. I chased him around town, and he got up to around 55 miles an hour in a downtown area.

JIM WALLS Q & A

The only thing I worried about was, was I going to feel that bullet going through my brain?

After the shoot-out, I felt o.k. After any kind of incident like that, you

always have to see a psychologist, to see if you're all right to go back to work. The psychologist said I was fine, so I went back to work.

I was able to pick the suspect out of a 12 man

photo lineup, I'll never forget his face, even now. While the suspect was awaiting his preliminary hearing, he escaped. They caught him right away that time. He was tried on 7 felony counts, found guilty on all of them and sentenced to 23 years in Folsom Prison.

While he was awaiting transportation to Folsom he told another prisoner that he was going to appeal all 7 counts and if he got a retrial he was going to escape again and go after me. The guy got a retrial, came back, and sure enough he escaped. For a while I didn't go anywhere without my gun. He was gone two years before they caught him in Florida.

Jim Walls has been designing hit games for Sierra since his groundbreaking Police Quest in 1987. His games have always been outstanding in terms of hard-edged realism in a market dominated by fantasy. We talked to Jim about his games and the real-life events that inspired them while he was working on his latest accomplishment, Police Quest 3, due to be released in late 1991.

Jim Walls, moment to moment.

A game based entirely on reality.

Q: We know you spent 15 years in law enforcement, but other than that, very little is known about you.

A: That's the way I like it (laughs). I'm a private kind of a guy, I keep to myself pretty much — I guess I was born that way.

Q: What else?

A: I like all kinds of sports, outdoor activities like hunting and fishing and diving. I've got five children, 4 of whom are grown up, and one at home who's 17. I'd describe myself as a middle-of-the-road kind of guy. I'm the kind of person who likes to make up my own mind about things, instead of letting other people decide for me. That's gotten me in a lot of trouble. (laughs) It's true.

Q: We know you worked in other professions before you went into police work. What was it about law enforcement that made you want to make that your career?

A: I was an optician for 7 years before I joined the CHP (California Highway Patrol). Before that I had a lot of different kinds of jobs — sort of a jack-of-all-trades. While I was working as an optician, I met a guy who was going to the CHP Academy, and we

got to talking about it, and he was so enthusiastic that I got interested. I decided that was what I wanted to do with my life. I was the third oldest in my academy class. The academy was fun, but it was tough. The first seven weeks is tougher than any boot camp, but it pays off. The CHP is one of the best-trained law enforcement agencies in the world.

Q: You wrote *Police Quest 1* while you were recovering from the aftereffects of a very traumatic experience — a shootout with an armed suspect. How did the shootout and the events that followed it change your life?

A: Well, at first it didn't. After about a year, it started affecting me. I started having anxiety attacks — what they call a delayed traumatic response. It was making it difficult for me to do my job. Being that close to death can really shake you up. I went on leave of absence for a year, then retired.

Q: While you were on leave, Ken Williams asked you if you could translate your experience into a game. Did it help, being able to get the experience outside yourself, so to speak?

A: Being busy, working —

that was the biggest help. When I was on leave, all I could do was sit around and think about it, so keeping busy helped me a lot.

Q: Do you feel you were able to do justice to the subject of modern police work in a computer game?

A: I think so, in a limited way. In the first game you had to follow strict police procedure to get through the game. I put as much in there as I could, to make it really authentic, but the memory was fairly limited at that time. Of course that's gotten increasingly better with each game.

Q: *Police Quest* was a big hit, even with police departments. Was it this authenticity that made it so popular?

A: Well, *Police Quest* was the first of its kind — a game based entirely on reality. At that time, just about every game around was a fantasy of some sort. I think the authenticity and that feeling of reality had a lot to do with the game's success.

Q: A couple of years ago, you took a vacation from police-based games, and did a high tech thriller. What made you decide to do a game like *Codename: Iceman*?

A: Well, I'd already done

two games based on my experiences in law enforcement; police games were more or less right down my alley, so it's pretty easy for me to write a cop story. What I wanted was to see if I could do something completely different.

Q: So looking back, what do you think about the experience?

A: I liked the challenge, but that submarine was a killer. I'll never put a submarine in another game (laughs). I didn't know anything about submarines to begin with, so I had to do a lot of research. I used a couple of consultants who had actually served on nuclear subs, and the Navy was a lot of help — they gave me access to a lot of information I needed. The story itself was easy, but the research was hard.

Q: What brought you back to the world of Sonny Bonds for *Police Quest 3*?

A: Because there are things I can do now, with this game, that I couldn't do with the others. This is a much more complex game than the first two. Because the technology keeps advancing, each game you do is better, more involved. The limitations on space and memory

Continued to page 12



are changing, so you can put more in each game. It makes the storytelling great. I think these games just keep getting better.

Q: We've seen some of the art from *Police Quest 3*. It has an entirely different look and feel from the two previous games, doesn't it?

A: Oh yeah, completely different. The new parserless interface is one of the big differences. It means you have to find a different way of telling the story, rethink everything you used to know about designing a game. But this kind of interface puts you into the game the way a typed-in interface can't. It gives you a more real feeling if you don't have to worry about what you have to type. It's more intense.

Q: Speaking of 'intense', there's a lot of talk about *Police Quest 3*; that it's the most realistic — not to mention the most brutal — game of the series. Do you feel that's true?

A: Brutal? I guess there are brutal things in the game, but it's just pointing out how the world is. These things are actually happening — these kinds of people are actually running around out there, even if we don't want to think about it. It's not like we're coming out in favor of brutality — the game is very much against violence and crime, like the previous two games. The game is intense, its subject matter is realistic, and with the tools we have now, the high-resolution graphics, the moods that can be created with the music and sound — well, it just increases that realism, reinforces it. It's not a game for the faint-hearted, I guess.

Q: What does the future hold for Jim Walls and the *Police Quest* series? What will you do to follow your own act?

A: I tried to leave the storyline of *Police Quest 3* open for another installment. In fact, I'm kind of putting the pieces of *Police Quest 4* together in my head right now. As for following my own act, I guess that'll just happen if it happens. I'll come up with something (laughs).

Q: Such as, maybe, *Iceman 2*?

A: Well, you just never know.



Codename: Iceman Play it. Wear it.

Rescue Mission, or Act of War?

It is the 21st century. A global oil shortage grips the world. A United States ambassador has been kidnapped by terrorists. We stand at the brink of war. You are the last hope for the diplomat, and maybe for civilization.

As agent Johnny Westland, you'll pilot a nuclear submarine into enemy territory, dive through treacherous waters, and confront deadly terrorists in an attempt to salvage international relations.

Jim Walls, designer of the powerful *Police Quest* series, brings you this high tension techno-thriller. *Codename: Iceman* features a realistic submarine simulator, authentic Naval intelligence charts, 3-D animation, an exciting soundtrack, and realistic sound effects.

Buy *Codename: Iceman*, and get an Iceman T-shirt FREE!

Send in this coupon with your *Codename: Iceman* receipt and original registration form, and we'll send you a free *Codename: Iceman* t-shirt. Please specify small, medium, large, or extra-large.

Free the Ambassador! Free the World! Free T-shirt!

POLICE QUEST 3

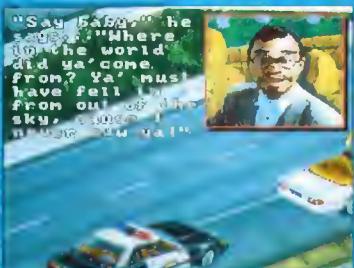
SIERRA



Is this the defense attorney from *Police Quest 3*?



Or is it Chris from Marketing?



Everyone you meet is a real person.



Even Jim Walls makes an appearance.



Jan Hammer is a world-renowned musician and composer. He is best known for his dramatic suspense themes in his music. One of his most outstanding credits was his work on the soundtrack for the TV show, *Miami Vice*. His music in *Police Quest 3* takes the action right off the screen and makes you feel like you are part of the scene. Jan Hammer's music creates a whole new dimension in adventure gaming.

Police Quest 3

Real-Life Action and Real Live Actors

You may know that *Police Quest 3* is the latest installment in the story of Sonny Bonds, police officer and hero. But did you know that it's the most realistic, intense, and technologically advanced game Sierra has ever created?

In the early stages of production, we decided that an ultra-real game like *Police Quest 3* just wasn't suited to cartoon characters. That's why *Police Quest 3* has the most extensive use of digitized live actors ever seen. Every character you'll talk to and interact with is a real person.

First, the actors are captured on video or film by a process called rotoscoping. They are digitized into the computer, where they're artistically enhanced to make them fit into the look of the game. That's why the characters' actions are so realistic!

The computer-enhanced characters are placed on our hand-painted, digitized background graphics. Some of the props you'll see the actors using are real, and some are drawn into the scene. This is the most skillful blend of live actors, realistic animation, and top quality art ever put into in an adventure game.

Sonny's patrol car is a realistic driving simulation, not a silly, frustrating, arcade sequence. Pull over any car. The driver is a real person, but the characters are a bit wilder than real life!

Police Quest 3 was designed to be a total cinematic experience. That's why we commissioned Jan Hammer, of *Miami Vice* music fame, to compose the soundtrack. Supporting all major sound cards, the music is exciting and moody, adding depth and dimension to the game.

The sound effects are super-real.

The feeling of being surrounded by sound and vision, prowling the streets of the city, is just incredible.

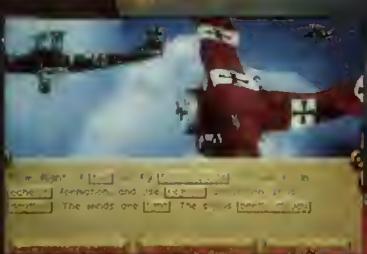
Police Quest 3 utilizes Sierra's brand-new, no-typing, point-and-click interface. You'll still have to follow police procedure to get the bad guys, but this new system makes the action smoother and less frustrating.

This latest *Police Quest* is in production for Multimedia compact disk. All the human actors will have individual digitized human voices!

Police Quest 3 is the closest you'll ever come to actually being a cop. As suspenseful and intense as this game is, it may be as close as you'll ever want to come!

Red Baron Strategy

Written by Jerry Luttrell



You've been given
your mission.



Look out!
You've been spotted!



Suddenly you're
surrounded.



And the dogfight
begins!

So, you've finally picked up your copy of the W.W.I. flight simulation everyone is talking about, Red Baron. After installing the game and playing around with the menus for a while, you decide to take to the skies in your first mission...a one-on-one with the infamous Manfred von Richthofen, a.k.a., the Red Baron.





You chuckle to yourself as the simulation begins. It asks if you wish to record your mission for later replay and review. You select "Yes" thinking it would be a good idea to have a lasting tribute to your first victory and the simulation begins.

Von Richofen dives out of the cloud cover and you clamp down on the fire button, spraying the sky with bullets. You decide it's a good feeling, this one-on-one contest... nothing but you in the open cockpit with your machine gun blasting away. Imagine, a mere machine trying to match wits with your cunning.

It's a good day for victory.

The Baron dives below your gunfire and you nose-down to follow. There's a blur of red and the Red Baron is gone. You look right and there's no sign of him. You look left and that's when you hear the bullets ripping into your plane.

Before you can switch to the cockpit view several bullets rip into the wing of your plane. Another hit sounds and the screen begins to fade red. You switch to the back view only to find that this mere machine has outsmarted you. Von Richofen lines up and delivers one last, fatal round of fire as your smoking plane tumbles from the sky.

If this sounds all too familiar, don't worry. Nearly eight out of ten pilots were shot down within the first few missions of their career. What made the difference between the pilots that crashed and burned and those who survived was simple practice and hard earned strategies. If you're not the kind who wants to learn the hard way, or if you're an ace and just want to brush-up on a few pointers, here are some tips from the pros.

General Tips

Never turn away from an attacking plane. Doing so will give your opponent an easy shot on your tail. Instead, run toward him. Even though this will cause you to fly through his line of fire, your opponent will be unable to follow you through his turn.

Use the throttle to control your airspeed carefully. If you can match the airspeed of an enemy plane when you are on his tail, you will be positioned for better shooting. This is especially helpful when attacking bombers and reconnaissance planes.

Get in close before you fire. This will maximize the effectiveness of your ammunition supply.

When you encounter concentrations of enemy flak, avoid straight and level flight whenever possible. Stay below the two-seat reconnaissance planes when attacking them from behind. It is impossible

for the rear gunner to hit you from this position.

Always watch your tail, even in combat. It's easy to become distracted in the heat of battle and let an enemy get behind you.

Generally, you have the advantage when attacking an enemy from above. Conserve your altitude whenever possible.

Don't stay in a fight if you have been wounded, or your oil or fuel line have been hit.

When escorting bombers or recon planes, don't stray too far from the plane you are protecting. If you lose him, you may never see him again.

If you're on the tail of an enemy plane and he starts to dive, follow him, but not too steeply. He may be trying a zoom climb or an Immelman turn.

Zeppelin Attacks

Zeppelin airships are bristling with machine guns and can take a tremendous amount of punishment. You will have greater success killing zeppelins if you bring along an extra wingman (or two or three!). It's also a good idea to have a plane mounted with two machine guns. The best approach to flaming a zep is to attack from slightly above or below the rear and at a shallow angle to the right or left. If you're really daring, try cutting the throttle on the inward attack to maximize your attack time. In all likelihood, it will require several passes to down the craft.

Bomber Bashing

These huge, lumbering beasts might seem like easy targets but they pack a powerful defensive punch: namely, three heavy machine guns which can ruin a pilot's day in a hurry. The most effective way to down a bomber is to cut back on the throttle and attack from the same altitude directly behind him. However, make sure you really are directly behind him, otherwise the rear gunners will use you for target practice. One last note; taking out the bomber's escort planes first will make your attack on the mighty craft much easier.

Still having problems?

If you've tried these tips and are still feeling a bit frustrated, swallow your pride and set the skill level to a lower setting. After you've successfully logged a dozen or so missions and have more experience, then try the higher levels of difficulty... you have to walk before you can fly!

Good luck and happy hunting!

IN PRAISE OF

It's no secret that Sierra game sequels are the industry's hottest sellers. But as much as we here at Sierra love to get that next exciting installment out the door, we also love the classics; those first-in-a-series adventures that started it all, like the original *King's Quest*, *Space Quest*, or good old *Leisure Suit Larry in the Land of the Lounge Lizards*.

Written by John Williams

King's Quest I: The Quest for the Crown. It began in 1983 as a product for the ill-fated PCjr. In many ways, *King's Quest* is the exemplary model for what was best out of the early days of computer adventure gaming. While it was a little light on plot and storyline compared to today's massive efforts, it offered a straightforward challenge with lots of puzzles and rewards.

The search for the magic items of Daventry presented a good old-fashioned treasure hunt to players. King Graham and his search became a topic of conversation at computer stores and computer users' group meetings throughout the country. The young Compuserve service absolutely buzzed with questions and hints about the game, and Sierra was flooded with requests for solutions to the game puzzles. (Hint books and hint lines from Sierra were still years in the future.)

In 1990, Roberta Williams revised the original *King's Quest*, bringing it up to today's standards for animation and music support. The old game is still there though, and it's as challenging and fun as ever.



That dragon didn't look so bad in 1983.



But in 1991 - Oh, dear...



Roberta Williams,
designer of the
King's Quest series.

He Came to Clean Up the Cosmos

By 1985, two of the guys working on the *King's Quest* projects, a programmer named Scott Murphy and his partner, artist Mark Crowe, went to Ken Williams with their own design for "Star Quest," a silly, off-the-wall sci-fi parody. The name was later changed to *Space Quest* and the game launched the careers of these two designers now known as "The Two Guys from Andromeda."

Space Quest anti-hero Roger Wilco was the star of this new show, and his questionable beginnings as a janitor promised to be anything but adventurous. While *King's Quest* presented the treasure hunt side of adventuring, *Space Quest* was something of an interactive sci-fi sit-com. Rather than looking for adventure, Roger stumbles from situation to situation, never quite in control, and never quite safe from the fate that the galaxy has handed him. Almost everyone can relate to that.

Space Quest also introduced the concept in adventure gaming of "death by amusement." While in *King's Quest*, an ill-timed move might have Graham fall to his death or drown in a fast moving river, *Space Quest* featured Roger Wilco's pitfalls in a more humorous way. Roger explodes like an overfilled balloon in one scene, and in another he's crushed to a sphere and dribbled like a basketball.

Roger Wilco has personified the pinnacle in bumbling heroes. His original adventure game has been remade as a full-blown software masterpiece, and will soon be released in a series of comic books.



Mark Crowe and Scott Murphy, the Two Guys from Andromeda



The Keronian Rock Palace then...



...and now. Whoa, what a party!

Enter the Lounge Lizard

Just as *King's Quest* spawned *Space Quest*, *Space Quest* designer Mark Crowe branched out with designer Al Lowe to create "*Leisure Suit Larry in The Land of the Lounge Lizards*" and launched the career of Larry; Larry Laffer.

From a career standpoint, Al seemed somewhat ill-suited to the task of bringing Larry to life. His last three game designs had been "*Donald Duck's Playground*," "*Winnie the Pooh in the Hundred Acre Wood*" and an adventure game called "*The Black Cauldron*" for Sierra's Disney software label. No one would have thought that Al would be the one to breathe life into this adventure, or that someone like Al could bring forth an alter-ego as bold and obnoxious as Leisure Suit Larry. He and Mark Crowe got so "into it" that we got a little worried. Throughout the development of the game, Al would call us all into his office with "Hey, look at this! Hey, get a load of those!" His talent for sight gags, double entendre and just plain irreverent humor had finally found an outlet, and we created a monster.

The release of *Leisure Suit Larry* is still a sort of dubious landmark in the computer game industry. Some magazines refused to advertise the game. We received some pretty strong letters of protest, and for a while we were worried that we might never get a computer store south of the Mason-Dixon line to carry the game. It was touch-and-go for a while, but soon Larry took on a life of his own. While Larry was working his way to his rightful place next to Graham and Roger Wilco in the hearts of adventure game players everywhere, Al Lowe and Jim Walls went to work on yet another computer game that would become a series starter.



Al Lowe at work on the latest Larry.



He used to look good...



but now he's simply irresistible!

In Praise of One

Just the Facts on Police Quest 1



Police Quest 1 is totally realistic.



Police Quest 3 is almost too real.



Jim Walls, ex-cop and Police Quest designer.



Quest for Glory I - The start of an epic series.



Conquests of the Camelot launched a series based on

Jim Walls had come from a different background entirely. He hadn't packed a keyboard, he'd carried a badge, and computer game development was as alien to him as the inside of a jail cell would be to most people. While Jim had the story for Police Quest under his gun belt months before he even started working at Sierra, he had absolutely zero experience in the development of computer games, so Al Lowe helped pull the project together to get this first game out the door.

Police Quest represented yet another view of what computer gaming could be, and, in many ways, opened up computer gaming to new schools of thought in storytelling. The complexity of the story was pretty incredible, and the characters were very well developed. The bad guys had motivation, the good guys had their bad sides, and even trivial characters like janitors in the locker room proved to be likable enough for a player to want to hang around and chat with.

It was obvious that Jim's work was mostly autobiographical. The fact that everyone knew Jim had come to Sierra after retiring from the force early, and the retirement came after he was nearly taken out by a lunatic during a routine traffic stop, gave the programmers and artists on the project a sort of sober outlook. The darkness and hardness of the story really came through..

People here at Sierra were a little worried when they surveyed the final Police Quest product for the first time. It was radically different than what we'd done in the past. It had a hard edge to it. It didn't seem like something that someone would want to "play." But the edge to the game brought out the people who were reading the Joseph Waumbaugh novels and watching Hill Street Blues.

Police Quest not only became a bestseller, it attracted a whole new audience to adventure gaming. The game was even picked up and used in police stations for training.

Ultimately, it was Police Quest that gave Sierra the courage to go out and "experiment" with doing different kinds of games. We no longer felt like a game had to be funny or a fantasy to be a hit. We also lost our worry that someone had to be a computer programmer (or in the case of Roberta Williams, married to one) to figure out how to tell a story in the computer adventure game medium.

A Fistful of Firsts

Looking outside of our own stable of designers, we tapped David and Barry Murray to do a harder-edged science fiction game that eventually ended up as Manhunter: New York. Christy Marx was hired out of the movie studios of Hollywood to take a more mature look at the old legends with her "Conquests of Camelot." The husband and wife team of Lori and Corey Cole were hired on to explore fantasy roleplaying as a medium and came up with Hero's Quest (now known as Quest for Glory). A team of brothers, Ken and Doug MacNeill, tapped out the code and design for the Gold Rush! adventure game based on real history. We even hired a management trainer to design a game based on how to get ahead in the work place. (This idea was so ill-founded that it never got off the ground.)

While we went out looking for new talent, our current designers were turning their early efforts into an industry. Players demanded sequel after sequel, and the individual series took on lives of their own. King Graham introduced Princess Rosella and young Prince Alexander as characters, and Leisure Suit Larry picked up Passionate Patti.

Getting Serious with Series

Designers like Jim Walls and Roberta Williams not only turned out sequels to their current hits, they actually went out and started new ones. Jim Walls created the "Codename: Iceman" technothriller, and Roberta Williams created "Mixed Up Mother Goose," and a mystery game called "The Colonel's Bequest." These three games will get sequels over the next year. Al Lowe's Leisure Suit Larry is just about to star in a utility product that Al claims will be the first "office non-productivity program."

We bought a company in Eugene, Oregon called Dynamix, and they had their own adventure games in the works. It seemed that suddenly, in early 1990, adventure gaming had become as diverse and complex as the books found in the fiction shelves of the local library.

Christy Marx's Conquests of Camelot has done very well on its own, but somehow the original concept, which was to do a series of games based on the Knights of the Round Table, went away. Now a Conquests game can mean any conquest based on legend or myth. Robin Hood is Christy's next focus in Conquests of the Longbow (and her version of Robin Hood fits the bill more than Kevin Costner.)



The Colonel's Bequest - The first Laura Bow Mystery.



Jim Wall's Codename: Iceman is expecting a sequel next year.

And New Series are in Store

There are some other series startups coming soon. EcoQuest is going to be a topical series about saving the planet. It stars a young boy and his dolphin companion. The Adventures of Willie Beamish will also hit the streets soon, and looks good to start its own series.

It's a shame that many first installments in a series of adventure games and series can't be found on retail shelves these days. The enjoyment of starting with King's Quest I and progressing to King's Quest V can be even more fun than playing them backwards from V to I (which is the way most people play them now).

Take it from the Top

Next time you're looking to start a new adventure game, think about starting a whole new adventure game series. Space Quest I, Larry I, and King's Quest I have all recently been rewritten from their original 1980's versions, and products like Police Quest I and Quest for Glory I are due for a face lift next year. Heart of China, Rise of the Dragon, Colonel's Bequest and Conquests of Camelot represent a chance to get in on the ground floor of a new adventure series in the making.

Although the playing these "firsts" may be reward enough, you can also save money on these products when you use the rebate form below.

Happy adventuring!



Heart of China: Lucky Jake Master's first adventure.



Red Baron: first of a series of great flight simulators?

SAVE \$10

When you buy any of Sierra's "Firsts" games, you'll save \$10 dollars!
Send in this coupon with your order when you buy direct from Sierra and deduct \$10 from the total payment price. Or call toll free 800-326-6654 and mention offer #00120. When you buy any of these games from your local software dealer, just send us your original, dated receipt with this coupon and we'll send you a \$10 rebate check. (Only one coupon may be redeemed per household. Not good with any other offer, except the offer on page 19.) Offer expires March 31, 1992.

You can save even more when you check out the deals on page 56.



Willy Beamish looks like the start of a series to us!

by CHRISTY MARX

GREENWOOD and SILVERSCREEN



You'll be entranced by the adventure and thrilled by the romance.



Somewhere within the fair grounds is the scholar who can lead you to the Queen's spy.



As good King Richard returns from the Crusades he is captured and held for ransom by King Leopold of Austria.

When I sat down to do my initial research into my version of Robin Hood, CONQUESTS OF THE LONGBOW, I was faced with the usual dilemma of anyone who wants to retell these classic stories.

My goal was to remain true to the basic nature of the Robin Hood Legend.



Let's face it, Robin Hood is a simple, down-to-earth hero. He's been wrongly outlawed, hangs out in the woods, shoots a mean bow, has a loyal bunch of buddies, a terrific girlfriend named Marian, robs from the rich and gives to the poor.

What fascinates me is that in spite of the simplicity of these basic legends, or maybe because of it, storytellers have been coming up with their individual takes on the legend century after century. It seems there's always room for one more new slant, one more twist. Let's take a look at some of what's been done for film and TV.

On the silver screen, the Errol Flynn movie had all the wonderful elements of a 40's



Errol Flynn and Basil Rathbone come to grips in "The Adventures of Robin Hood."

swashbuckler: grandiose sets, straightforward good-vs-bad storytelling, and a lot of action. Errol was the total hero, always ready with a quip and smile, always noble, bigger than life. There was the magnificent sword duel with Basil Rathbone that went on forever. It was truly a classic.

The 50's Disney version was also a swashbuckler, but it began the trend toward more realistic settings and paid more attention to historical accuracy.

The truest and most real of them all is ROBIN AND MARIAN, which starred Sean Connery as Robin and Audrey Hepburn as Marian. Robin's old enemy, the Sheriff, is excellently played by Robert Shaw. For the first time ever the Sheriff was written as a real person with depth and character, not the usual cardboard cutout of a villain.

The medieval times are shown realistically. It was a dirty, tough time, not a romp in



Photo courtesy of Columbia Pictures

Maid Marian (Audrey Hepburn) and Little John (Nicol Williamson) help Robin Hood (Sean Connery) from the battlefield in "Robin and Marian."

the glade. Most of all, Robin is a real man, not an infallible hero. It's a bittersweet film full of real people. When Robin and the Sheriff have their final confrontation, it's a down-and-bloody two-handed sword fight that is truly medieval.

In the 80's, Showtime produced a series starring first Michael Praed and then later, Jason Connery (yes, Sean's son) as Robin.

Once again, we saw a dirty, grimy and realistic version of the Middle Ages, but with yet another storyteller's twist: magic and Celtic mysticism.

In PRINCE OF THIEVES, women become even tougher, reflecting our growing appreciation of strong women characters who can fight. Robin is more fallible than ever. Magic has been introduced in the form of the Sheriff's witch-partner. I loved the deliberate irony of having Sean Connery show up as King Richard.

But PRINCE OF THIEVES is a rather schizoid film. I think this film was confused about whether it was a swashbuckler, a mad parody or a serious adventure and ended up being a mix of all three.

So what approach did I take in CONQUESTS OF THE LONGBOW? I decided to bypass the stories of Robin meeting up with his men. They've been done too often.

I reread my favorite version of the tales by George Cockburn Harvey, published in 1923. I went back to the original ballads. I pored through my English history books. I read medieval romances and epic poems. I read detailed studies about real medieval outlaws.

I sent away for special material from the historical library in Nottingham and was able to obtain original maps of the town in 1193, drawings of the castle at that time and lots of other valuable background information.

I threw all this into the creative pot, stirred it, let it bubble. As a basic plotline developed, I went looking for the unique elements that turn a story into a game. I added some more ingredients: Druidic tree

lore, magical objects, the Green Man as the guardian spirit of Sherwood Forest.

My goal was to remain true to the basic nature of the Robin Hood legend. Though he's a great archer, he achieved most of his goals by cleverness, cunning and trickery.

You'll find a familiar cast of characters, but I've added my own new twist to Marian, giving her a strong role and a secret identity of her own.

Like a few other storytellers, I based the backbone of my story on the historical fact of King Richard's capture in Austria on his way back from the Third Crusade. Though the basic goal of the game is to raise a ransom and rescue the King, there are many subplots, daring rescues, schemes, battles,



The Sheriff of Nottingham (Alan Rickman) fights Robin Hood (Kevin Costner) for Maid Marian (Mary Elizabeth Mastrantonio) in "Robin Hood: Prince of Thieves."

romance and magic.

Talented teams of artists and programmers are helping put together what may be the most complex game I have ever designed. Mark Seibert is composing wonderful music using authentic Medieval instrument sounds and based on the ancient tunes of original Robin Hood ballads.

My own goal is for you, male or female, to BE Robin Hood, to really LIVE in the 12th century. Let me know whether or not I've succeeded.

See you in the merry Greenwood!



WILLY



Everywhere you go Willy is getting into an outrageous situation. Remember what it was like to be a kid?



Each time Willy gets out of trouble there's something else he has to deal with.



The hand-painted digitized scenes are colorful and detailed. They may remind you of some places you've been to.

First he created the futuristic thriller, *Rise of the Dragon*, where a grizzled P.I. faced a city on the edge of destruction. Then came the visually stunning romantic adventure, *Heart of China*, which took the player on a journey that spanned the globe. Now Dynamix designer Jeff Tunnell is preparing his most ambitious project.

In the winter of 1991, Jeff and a crew of nearly 35 writers, animators and artists will release their first interactive cartoon adventure. Meet the home computer's first fully animated cartoon hero, nine-year-old Willy Beamish.

So ambitious was the project that it was eight years in development. Seven full-time animators combined traditional hand-drawn cell animation techniques with state-of-the-art digitizing.

The project required the construction of completely new tools for development and marked a major evolution of the Dynamix Game Development System (DGDS).

Unlike Jeff's earlier projects, *The Adventures of Willy Beamish* features fully animated on-screen characters. Willy and friends come to life on your computer screen with animation as detailed as Saturday morning cartoons. Characters

are controlled by an improved and simplified version of Dynamix' point-and-click interface.

"My biggest goal was to bring a personality to life," says Jeff Tunnell. "Not just a little character on the screen but one that's believable and involving, with appeal for both adults and children." Jeff assembled an unmatched cast of talents to bring the elements of story and visual style together.

Writers from NBC were hired to pen Willy's adventures. Veteran animators (with credits such as Walt Disney's *The Little Mermaid*TM, Hanna-Barbera's *Jonny Quest*TM and AKOM's *The Simpsons*TM) were enlisted to bring Willy's world to life.

Many months were spent on the fundamental issues of characterization and story refinement. Jeff knew that these key ingredients had to be given foremost attention, even over the technical

BEAMISH



Look out! It can get really rough in the world of Willy Beamish.



This is just one example of the animation techniques used in the creation of Willy Beamish.



No matter where Willy goes bizarre events are bound to occur.



elements of the project. The result is truly amazing. *Computer Gaming World* says "The Adventures of Willy Beamish...may well be the benchmark in computer animation that *Snow White* was for cinematic animation."

So, just what should adventure gamers expect from Willy? "A lot of fun," says Jeff. "Imagine stepping into your favorite cartoon and determining the direction it takes...solving

puzzles, getting into and out of trouble, and interacting with a cast of characters that are as zany as any you've ever seen."

Calling the cast of Willy Beamish "zany" may be a serious understatement on Jeff's part. The characters in Willy Beamish could keep an analyst busy for years.

First, there's Willy's family. His mom's gone totally over the edge in her quest to be

the ultimate yuppie. And his dad's a serious neurotic who plays with toys and borders on daily nervous break-downs. His little sister epitomizes the phrase "tag-along" and his big sister gives new meaning to the role of the confused teenager.

As if these characters aren't enough, Willy must also deal with the ghost of his grandfather, a hyperactive pet jumping frog, the little

girl down the street, school officials out for revenge, the town bully out for blood, and two deliciously evil baddies determined to blow the city's sewer system sky high.

Throw in a demonic baby-sitter, a group of ninja tourists, kidnapping, mystery, and a good dose of seriously warped humor and you can begin to imagine the wild world that Dynamix and Jeff Tunnell have crafted.

SPACE
QUEST
IV:

ROGER WILCO and the Time Rippers

Computer Game of the Month

Gary Meredith



You can't go home again," according to the proverb. Or perhaps in Roger Wilco's case, "You *shouldn't* go home again." Sure, after many years of spacefaring adventures and harrowing brushes with death, a relaxing visit to Roger's home planet, Xenon, would be a nice change of pace. That's not what Roger gets, however, when he's unceremoniously dumped into a time-rip corridor by some guy carrying what looks like a hair dryer with a glandular condition.



Roger Wilco pilots his trusty spaceship, the *Aluminum Mallard*, toward the planet Magnetheus in search of some welcome rest and recreation.



As usual, Roger ends up blowing all his buckazoids on drinks for the house. Still, it's a small price to pay for an attentive audience.



Getting into trouble with the Sequel Police is bad enough, but it pales in comparison with the realization that Roger's old nemesis, Sludge Vohaul, is once again out for revenge.



Before Roger can ask for an explanation, he's pushed into a time rip. (It's not nearly as much fun as it looks, kids, so don't try this at home.)



When Roger arrives on his home planet of Xenon, he doesn't get the sort of homecoming he had anticipated. There are no marching bands, beauty queens, or planetary officials to greet him — only the devastation of a once-vital world.



The few remaining denizens of Xenon seem to be under the control of some external force. If you get this close to one of them, you can bet that an extermination drone can't be far behind.



After some fancy footwork and a dazzling rope trick, Roger makes his way to this sewage control station, where he's about to learn about more than waste treatment.

Dropping onto the surface of Xenon, our hero immediately notices a few changes since his last visit — a new shopping center over here, a couple of new restaurants over there, and utter devastation everywhere. With his jaw scraping the fragmented pavement, Roger realizes that someone, or something, has laid waste to his beloved (well, at least tolerated) Xenon. From the brief discussion he had with a couple of Sequel Police goons just prior to his time trip, he suspects that the perpetrator is none other than his old nemesis, Sludge Vohaul. Now it's up to Roger to prevent further exploitation of his home world.

From the very start, it's obvious to Roger (and to you, of course) that the answers lie somewhere else besides Xenon. But how can Roger escape the shattered planet? And further, how can he escape this time period? A little ingenuity gets Roger into the Sequel Police enclave, where it's a simple matter (yeah, right!) to make off with a time pod. Considering his nearly nonexistent knowledge of time-travel mechanics, it's no surprise that Roger ends up in the most unlikely of places — the planet Estros. Eventually taken prisoner by a comely young amazon, Zondra, who



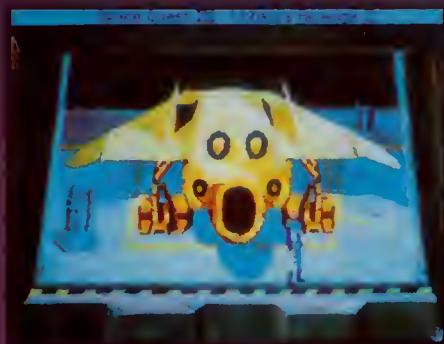
ROGER WILCO and the Time Rippers



Though his eyes water from the pungent vapors of the sewers, Roger can still recognize a Sequel Police patrol ship when he sees one. The question is, how to board it?



No one ever said that Sequel Police were recruited for their brains. If you'll just head straight for the entry hatch, you should be able to hitch a ride unseen.



It's probably not healthy to linger too long inside the Dome. You'll need to return later, but for now, you must get off Xenon as quickly as possible.



The time pod's controls are fairly simple, but unfortunately, Roger is even simpler. If you keep punching in codes, you should end up in the right place. Just don't forget to jot down the code for Xenon first.



The fabled planet of Estros is populated entirely by women — or so says the legend. But this isn't *Leisure Suit Larry*, so Roger needs to get his mind on the job at hand.



If you insist on standing in the wrong place, you'll have to expect rough treatment from the local fauna. In this case, the bird's interest in you is welcome.



The view from here is great, though the human bones scattered about do detract a bit from your enjoyment. Wait for some company, then make your way out of the nest.





This scene looks like something out of a B-grade movie made on Earth in the 1950s. However, Roger has other things on his mind.



Why can't Roger remember this woman? Time-hopping leads to some interesting paradoxes.



Things don't look good for our hero. All these women seem to be intent on making Roger pay, but for what? Maybe he'll learn something by going along with them, but don't bet on it.



Madame Thoreen doesn't appear to have Roger's best interests at heart, but then you might be bitter, too, if you'd been literally ripped off by a defective depilator.



The sea slug is fearsome, but it can be beaten if you think of it as a big, inflatable beach toy. Use the laser to buy some time.



With the sea slug out of the way, Roger accompanies a grateful Zondra and her girlfriends to that monument of wretched excess and rampant capitalism — the Galaxy Galleria.



Roger could have worn Zondra went in here, but there's only the android salesperson and the delightfully animated manikins. A part-time job flipping burgers might help Roger with his fashion problem.

vows retribution against Roger for walking out on her (Roger's memory is conveniently fuzzy on this point), he regains her trust, and survives, by defeating a giant sea slug.

On a celebratory shopping trip to the Galaxy Galleria with Zondra and her girlfriends, Roger once again runs afoul of the Sequel Police. But, as always, he comes up with a novel method of escape.

Space Quest IV: Roger Wilco and the Time Rippers is, in the grand tradition of Sierra adventures, a difficult but hilarious game. As always, the items you manage to uncover and how you use them form the basic strategy of the game. To be sure, there are times when you'll probably be banging your head for a solution. But then, that's all part of the fun, isn't it? In particular, note that in a couple of places (such as the Galaxy Galleria), success requires a specific sequence of actions. Thanks to the simple save-game procedure, you can experiment freely.

Space Quest IV may be the ultimate in self-referential gaming. It contains so many references to itself and to other Sierra games (both real and imagined) that it threatens to implode like a neutron star. You actually "visit" other installments in the Space Quest series,

going back to *Space Quest II: Vohaul's Revenge* and jumping ahead to *Space Quest X: Latex Babes of Estros* — all while operating from *Space Quest XII: Vohaul's Revenge II*. There are obviously some warped minds at work here, but they do manage to pull it off.

With the new 256-color VGA graphics, a great soundtrack, and a newly designed icon-based user interface (Sierra veterans may not initially feel comfortable with it), *Space Quest IV* is a prime example of why Sierra is at the top of the computer gaming world. And Sierra's upcoming CD-ROM version of the game should really be breathtaking.

If you haven't played the three earlier installments of Roger Wilco's adventures, you can still enjoy *Space Quest IV*, but you'll miss some of the references. Even though the ending leaves you with the feeling that you've been deliberately set up for yet another sequel, it's still a marvelous game. Who can wait to discover the dark, unspoken secrets of Roger's future — or is it his past? In the Space Quest series, you often don't know whether you're coming or going. But then, that too is part of the fun.

GP

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If clothes make the man, what does this dress make Roger? Still, If Roger expects to make that purchase of a lifetime, he'll have to find some way of fooling the automated teller machine.



Once his walk on the wild side is over, Roger needs to find a way off the Galaxy Galleria. The arcade could provide an answer, if he can find the right spot on which to stand.



Considering the physical fitness standards for galactic garbage collectors, it's all Roger can do to swim to the top of the zero-G rec area. Fortunately, Sequel Police standards appear to be even lower.



Just when Roger thought he'd never have to see Ulence Flats again, the stolen time pod deposits him back in time — complete with EGA graphics.



These refugees from a bad Macintosh game are spoiling for a fight. After they toss you out, try giving their parked bikes a shove. You'll need something from the bar before you leave.



Back on Xenon, you've made it into the computer access tunnel, with the help of something special from the jar you've been lugger around. A little smoke might help you align the laser beams.



ROGER WILCO and the Time Rippers

The computer complex, you'll discover, was apparently designed by M.C. Escher. The tension is thick enough to cut with a chain saw as Roger steps hesitantly toward a rendezvous with...what?

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help you book your next vacation or find a good local restaurant. If it's knowledge you're hungry for, there's even a 33,000-article encyclopedia online. The next time you sit down at your computer, turn on your modem and take off to the world of the PRODIGY service. It's the future of personal computing and it's available right now for a low monthly fee of just \$12.95* (plus tax) with no online time charges. And that's for up to six members of your family. To order your PRODIGY Service Start-up Kit for the special introductory price of just \$19.95 (plus tax) simply complete the coupon or call 1 800 776-0836 ext. 965.

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SIERRA PRESENTS



Leisure Suit Larry in the Land of the Lounge Lizards

The original Larry is back and he's better than ever! Join the Prince of Polyester on his quest for the ultimate babe. This classic game has been entirely re-animated in boudacious color! The new 3-D animation will give you some great moves. A "touch and grope" (that's point and click) interface makes it easier than ever to "score". The music-card supported stereo soundtrack will keep you dancin' all night long and into the morning! Voted best hot game by *Rolling Stone* magazine.

The Bookwyrm's Mixed-Up Fairy Tales

"Can you help me?" asks the Bookwyrm. And your child is launched on a learning adventure! Journey to the Land of Books, where early readers will have fun improving their skills and learning new ones. Five classic fairy tales have been mixed up by the cranky old Bookend, and it's up to your child to put them back together again. Familiar fairy tale characters will help along the way, and charming animation sequences reward your child's every success.

Hoyle Book of Games: Volume III

Fun for the whole family! This collection of favorite board and dice games is sure to have something for everyone. Now you can play Backgammon, Checkers, Dominoes and many others with your friends, or against the computer and your favorite Sierra characters! Most game boards and pieces can be customized, and special children's games have lively animated playing pieces. Beginners can learn games, and experienced players will thrill to exciting new challenges!



Conquests of the Longbow: The Legend of Robin Hood

Become the Noble Prankster, cutting a swath across the cinematic beauty of Old England. Take up arms with your Merry men as you try to raise a ransom for the good King Richard! But beware, the wicked and clever Sheriff of Nottingham will oppose you at every turn. And some say Prince John himself will do anything to prevent the return of his brother. Gorgeous visuals and realistic animation bring the legend of Robin Hood to life!

Space Quest I: The Sarien Encounter

Strap into your seat, grab your keyboard, and get ready for a wild outer space adventure! It's the original Roger all right, but with all-new, hand-painted digitized graphics and hysterical 3-D animation! You'll have a blast trying to save the hapless planet Xenon from the slimy Sariens. With the look of a 1950's science fiction movie, *Space Quest I* puts you in the spotlight. The brand-new music card compatible stereo soundtrack will blow you away!

Nova 9: Draxon's Revenge

Attention space warriors! *Nova 9* is a supercharged arcade adventure from the designers of *Stellar 7*. The dazzling color graphics and 3-D animation will explode on your computer screen with all-new evil aliens, battle strategies and bizarre, high-tech weaponry. You'll battle Draxon's forces on nine worlds of ever-increasing danger and difficulty. The music card compatible stereo soundtrack will have you cruisin' space in style!

P R E V I E W

T W E L V E N E W G A M E S !



Leisure Suit Larry V: Passionate Patty Does A Little Undercover Work

Patti's a secret agent spy, working undercover (and under the covers!) for the FBI. Larry's a videotape rewinder for the porno TV show, "America's Sexiest Home Videos". Why aren't they together? Why is the mob trying to get them? Find out as you help Larry and Patti take on organized crime, the FBI, and the music industry in a spicy serving of sex, thugs, and rock 'n roll. New point-and-click interface lets you put your paws on everything!



EcoQuest I: The Search for Cetus

Join the crusade to save the environment! Journey with Adam, a twelve-year-old boy, and Delphinus, his dolphin friend, on a beautiful and perilous quest beneath the sea. Battle toxic waste, oil spills, driftnets, and other ecological dangers in this thrilling race against time. The fate of an undersea city is in your hands. You must find the great Whale King Cetus before it's too late! The whole family will enjoy this exciting adventure.



The Castle of Dr. Brain

Journey to an amazing world of brain-teasing adventure and crazy fun! Your mission is to win a job as the famous Dr. Brain's lab assistant, but first you must pass his gauntlet of mind-twisting puzzles and challenges. You'll have to solve 3-D mazes, win at word games, build the "jigsaw room", and even program robots! Choose to play on easy, medium, or brain-busting level! Great puzzles and wild graphics give you hours of challenging fun.



Laffer Utilities

Waste time at work efficiently! Imagine having Leisure Suit Larry for a co-worker. He knows plenty of neat ways to goof off. Now you can pretend to be working at your computer while you create office pools and lotteries, read jokes and play games. The outrageous clip art for memos and fax cover sheets will impress your boss and co-workers! *Laffer Utilities* looks like real work, so the boss will never know you're having fun.



Police Quest III: The Kindred

The most realistic and intense Police Quest yet! You're detective Sonny Bonds, investigating a series of terrifying murders. Someone's out for revenge, and the target is too close. You'll have to use brains, skill, and authentic police procedures! Digitized live actors make this game frighteningly real. Hand-painted graphics and 3-D animation put you in the heat of the action! The searing soundtrack was composed by Jan Hammer of *Miami Vice* fame.



The Adventures of Willy Beamish

Enter the wild world of *Willy Beamish*! You'll have to deal with a tagalong little sister, a neurotic yuppie mom, a frustrating dad who plays with your toys, and a ghostly grandfather who's come back from the grave! This adventure/comedy is fun for all ages. The colorful, hand-painted graphics and 3-D animation will enchant you! Willy's zany antics, peculiar family, and endless quest to evade the school bully will keep you on your toes and laughing!

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THE RETURN OF THE YOUNG LIZARD

JUMP IN YOUR GAME

ALLOWE I LOVE YOU LET ME JUMP IN YOUR GAME





fine art

The
RETURN

of

DRAXON

Written by Jerry Luttrell



You can't keep a good man down...
Shown is a background painting of
Draxon's escape pod after crash landing.

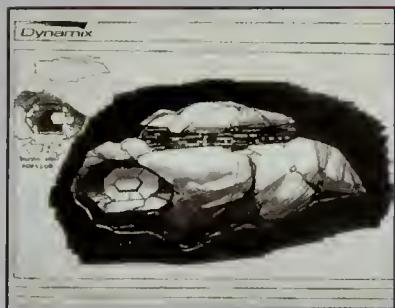
HE'S BACK...

It's been two years since you defeated Gir Draxon and his forces on the planetary system of Stellar 7. With the disappearance of Draxon, order was restored and lasting peace finally seemed like a reality...

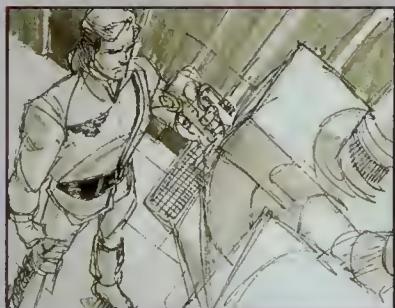
...until now.

*Cute and cuddly...*

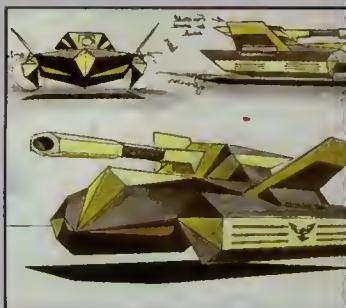
Early sketches of some Nova 9 inhabitants that are about to join the endangered species list.

*Home Sweet Home...*

Pencil sketch of your secret base where construction of the Raven II has taken place.

*The few, the proud, the universe's only hope...*

Early drawings of Sarah, the engram computer.

*The awesome, yet untested Raven II awaits...*

Early technical sketches of the totally new assault craft.

Deep in space, Draxon has been waiting. He has developed new weapons of destruction, found new allies in his quest for domination, and chosen a new target from which to launch his conquest of mankind; the planetary system of Nova 9. Now you must meet his challenge once again.

HE'S MAD...

Imprisoned in his escape pod, Draxon floated through the vast reaches of space. Near death, only his hatred of you has fueled his will to live. It's a hatred that would have followed him to the grave if not for the magnetic field of a remote and mysterious system known as Nova 9.

Now, after crash landing on the system's first planet, things have changed. Draxon is back, more powerful than ever. Installing his ominous Warp Links on each of the nine worlds, Draxon has laid waste to the entire system. He's established planetary arsenals to expand his domination. He has secretly rebuilt his army, given them new and deadly powers, and positioned them on each of

the diverse planets that make up the system of Nova 9. From a world composed of ice to another ravaged by lightning and electrical storms, Lord Draxon has set the stage for the final showdown.

HE'S WAITING FOR YOU...

On a research station hidden in the Rained Asteroid Belt, you have spent the last two years in seclusion. Though the battle of Stellar 7 was victorious, no war is without a price. Many lives were lost, including that of your wife. Hidden deep in space, you have devoted your energy to rebuilding the nearly destroyed Raven. You were alone except for Sarah, a prototype "engram computer," and a service drone named Sparky. Construction on the vastly improved Raven II had just been completed when the distress signal came in. It was a call for help from the ninth planet of the Nova 9 system. A cry against a nightmare come back to life and a warning to all... Draxon is back.

Now, return to the battle in an all-new adventure.

With the newly refitted Raven II, you will battle a reborn Gir Draxon and his forces on nine worlds of ever-increasing danger and difficulty.



But, BE WARNED... this is not Stellar 7.

Your previous battles will not prepare you for what awaits. There are nine worlds unlike anything you've seen. Nine worlds, each a living nightmare and each one governed by its own laws of nature.

You will encounter beings of living energy that grow with each firing of your weapons, and beings formed of ice that melt away before your eyes. You'll journey to worlds where gravity warps, where insects rule and where beasts of prehistoric fantasy tower over you.

It is a challenge of wits, skill, and revenge. Maneuver through force field mazes. Use land formations to leap obstacles and launch airborne attacks. Think your way out of deadly traps. Discover the incredible new abilities of the Raven, and unlock the mystery of Draxon's new power.

There's so much to do, so much to learn, and in this battle, so little time. The final confrontation with Lord Draxon slowly unravels one secret from your past that could mean certain doom for the galaxy.

HOW TO LIGHTEN UP THE DEEP, DARK DUNGEON DILEMMA

Is it time to take a stab at Sword and Sorcery?

By Kurt Busch

THE SCENARIO IS SADLY THE SAME FOR A LOT OF GAME PLAYERS:

You buy a game based on the box art and the screen shots, open it up and find a stack of disks, an obtuse map, and a reference manual as thick (and as clear) as a college calculus text. You boot up anyway and find yourself staring at a character on a tiny play field, surrounded by columns of confusing statistics. You walk around, run into monsters, and get greased with alarming alacrity.

Fun, huh?

Welcome to the always hostile, sometimes frustrating, but never boring world of Fantasy/Role Playing.

GETTING DOWN TO DUNGEON FUN

Fantasy/Role Playing games (sometimes called "Dungeon Games" by the more hard-core hack-and-slashers) offer hours of satisfying action for the initiated. Involvement is intense and emotional connection with your character can get pretty pronounced. Your wits and weaponry steer your party through dangerous encounters, complex character development, and seemingly insurmountable obstacles.

But for a lot of game players, these magical marathons are a tad too dense to get into quickly. You have to recruit team members, gain experience, and master complicated magic and weapons systems. Worse, you absolutely HAVE to read the documentation (a real chore for us impetuous adventurers) if you want to get a real handle on what makes this particular little universe tick.

If you want to explore this highly addictive genre and get into the action quickly, check into the dungeon duo of *Zeliard* and *Sorcerian*. This two-step introduction will ease you into the world of Fantasy/Role playing and may make you a spell-casting convert in the process.



You'll encounter mysterious magic and untold riches.



Crave action? The monsters will be happy to oblige.

Zeliard™



ZELIARD

Zeliard is a perfect "first game" for the aspiring dungeoneer. This light-hearted, high-octane action game will introduce you to all the elements of Fantasy/Role Playing without making you memorize a volume of spells and strategies. **Zeliard** is a multi-level dungeon adventure that sports high-resolution scrolling screens, major music card support, and a stirring stereo soundtrack that features a different music theme for each level.

But don't think **Zeliard** is a cakewalk. A kingdom is held in the grip of terror by an evil demon. You must battle your way through seven levels of dungeons, collect nine stolen jewels, and save a princess who's been turned to stone. Along the way, you'll encounter a myriad of monsters, cross dangerous terrain, puzzle your way through mazes, and fight battle after battle with might and magic. Between each level you'll discover a new town where you'll learn new magic spells, outfit yourself with better weapons, repair your armor, and gain valuable clues through conversations with town folk.

Zeliard differs from the standard dungeon epics in a number of ways, all of which make it easier to get into and ultimately more playable for the uninitiated dungeon adventurer. Here are just a few of the Role-Playing challenges:

Magic: Magic spells are "taught" to you by the sages, wizards, and wise men who inhabit the subterranean towns. In other words, you're rewarded with a new spell at each level. These spells are deployed with a simple keystroke (no mixing esoteric ingredients or typing in arcane formulas). You can also purchase magical items in each town, some of which will allow you to heal wounds, mend armor, increase your attack power, etc.

Zeliard takes a big step forward in the action-adventure field...this is a game you can simply fall in love with...it stands out as one of the few primarily action-oriented examples of its genre. - Game Players Guide

If someone were to take the best bits of Sorcerian and the best bits of Zeliard, he would have a true classic on his hands. -Tom Galvin, Compuserve

Experience: The deeper you go, the tougher you get. Simple, huh?

Weapons: Each town hosts a weapons shop where you can buy increasingly powerful swords and shields. You carry only one of each at any given time, so there's no complex switching of weapons during battle. Of course, some items you'll just have to find on your own.

Battle: The critters that haunt these dungeons are not friendly (and they get worse the deeper you go). You're going to have to deal with fire-spitting frogs, giant spiders, disembodied one-eyed heads, ice turtles, zombies, and worse. Battle is mainly swordplay, augmented by the spells learned on each level. Passing from one level to the next can only be done after an encounter with a BIG monster. If they get the best of you, you won't actually die - just find yourself borne gently to the surface by the sages of the land.

Conversation and Interaction: No need to keep a detailed notebook of your conversations, translate answers, or search for the right subject during questioning. Just click on any of the town folk you meet and they'll let you in on valuable information (though some of these people are in league with the demon, so don't believe just anything you hear).

Zeliard is sort of "Dungeon Lite" - all the great taste of Fantasy/Role Playing without the extra mental calories. You'll get healthy heapings of action and adventure, but you'll get to spend your time playing instead of leafing hopelessly through an obtuse reference manual. Once you've mastered this fun-packed fantasy, you're ready to take on the more meaty challenge of **Sorcerian**.

SORCERIAN

This is one of the best-selling Dungeon games in Japan and a full-on Fantasy/Role Playing adventure. In it, you must lead your party of four through 15 different action adventures. Like **Zeliard**, the point of view is from the side, with richly detailed

scrolling scenes capturing the action as you leap from battle to battle. The world of **Sorcerian** is richer, deeper, and more complex than **Zeliard's**. There is an elaborate magic system. Your party is made up of men and women with various professions and attributes. Characters can master many weapons and gain experience through training and adventure.

The most unique aspect of this system is the passage of time. Characters start young and actually age as the game progresses. You'll see them mature physically as they gain experience and wisdom.

You begin an adventure by forming a party. There are four standard characters, but you can choose from a field of 20 adventurers, all of which have distinct personalities. You travel through dungeons, strange kingdoms, hostile outposts, and mysterious mountains, searching for items and locations that will help you complete the quest. Opposing you are bats, wizards, gnomes skeletons, hydras, and a host of other evil creatures.

These adventures become increasingly difficult as you progress in power and abilities. Areas to explore become larger and more complex, and the items needed become more numerous and elusive.

Goals and quests involve a lot more than hacking and slashing your way through walls of monsters. You must convince a young woman to leave the red dragon that tricked her into marriage. A mysterious gem that causes madness must somehow be neutralized. The son of a seafarer refuses to leave a dangerous ship. Potions are lost, rivers are dammed by demons, magicians are kidnapped... in short, you've got your work cut out .

DO YOU THINK YOU CAN CUT IT?

Action, adventure and involvement. These are the elements that make for any good computer game. And there's no shortage of these three in the magical realm of Fantasy/Role Playing games. If you've written off the Dungeon genre, check into **Zeliard** and **Sorcerian**. This may be just the pair to ease you into a whole new world of computer action adventures.



Recruit a party of brave adventurers.



Journey to strange and distant lands.



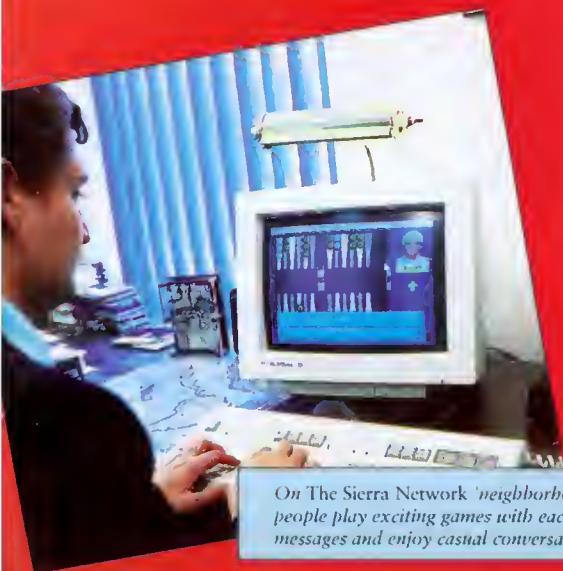
Meet and interact with lively characters.

NEWSFLASH!

Get Zeliard for \$5.00 when you buy Sorcerian. see page 56

THE SIERRA NETWORK

BY VINCE GERACI



On The Sierra Network 'neighborhood' all kinds of people play exciting games with each other, send messages and enjoy casual conversations coast...

Sierra announces the grand opening of their 'electronic playground', *The Sierra Network*. Now you can hook up to game players coast-to-coast and thrill to 24-hour non-stop entertainment.

It's 'tele-kinetic'! Imagine playing interactive games like chess, backgammon and bridge with people anywhere in the U.S.A. in real-time. Imagine getting first-hand scoops from cities all over the country from 'network friends' long before

TSN is a lot more than a computer network or 'on-line service'. It's a nationwide 'electronic neighborhood'. People meet one another, play games with friends and have a great time!

But hang on to your keyboard, you're gonna dig this!

When you enter The Sierra Network you become an on-screen character. You choose the shape of your face, your nose, your eyes and mouth. Then, you fill in your personal interests, game preferences, and your skill levels for various games. Now sit back and watch your computer light up.

People from coast-to-coast will be asking you if you'd like to play a game of backgammon, chess, bridge, cribbage, hearts, or checkers. And soon there will be many other games you will be able to challenge your 'electronic neighbors' to. Or, you can always simply watch others play and pick up their clever game strategies.

TSN's graphic-user interface allows anyone with a PC and a modem to start up immediately. No prior computer experience is necessary so it's great entertainment for children, adults, and even 'computerphobics'.



You can make a self-portrait on TSN and become an on-screen character or create a whole new you! It's easy.



Take a look at your 'electronic neighbors', sit down and chat awhile.

your local TV news reports them. And imagine all this cross-country gaming, news, conversation, and entertainment being available 365 days a year, 24 hours a day.

If you have an IBM-compatible computer and a modem, now there's a way you can do all of this and more. It's The Sierra Network (TSN), a nationwide game network created by Sierra On-Line, the experts in computer gaming.

The chess game on The Sierra Network is visited often by world-class chess masters. Hal Bogner is a frequent player on TSN. He's a chess master and also writes a chess column for the *Orange County Register* newspaper. And there are at least three bridge masters waiting to challenge you. Lou Dubin is a Life Master Bridge competitor you can look for on

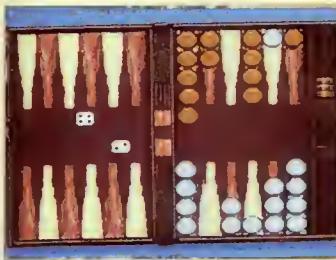
TOUGH COMPETITION



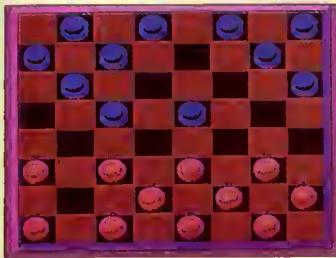
You can challenge chess masters or just watch them play. You can pick the opponent of your skill level.



Bridge is a fascinating game on TSN. You can play with your regular group or choose players at random and make up your own team.



Relax in your home, put your feet up and have a friendly game of Backgammon with a neighbor on the other side of the continent.



Your regular Saturday night Checkers partner is waiting for you. It's so much fun to play and chat with all your new friends.



Nothing to do? Take heart and play a game of Hearts with a TSN gamer.

Check out Nick's crazy low-price on modems. See back cover for details.

the system. And John Hennessy is a 35-year veteran of the game. But don't forget you can simply watch these masters play and pick up valuable tips that will help your game. On TSN everyone's skill levels are displayed so you can pick just the right partner for your level of expertise.

What makes TSN different from other on-line services is the focus of The Sierra Network — bringing people together for good old-fashioned fun.

The interactive structure of TSN allows people to hold 'real-time' competition and conversations. Talking to a neighbor living half a continent away is as simple as chatting over the backyard fence. You and your bridge or chess partners can get together for your regular game, at your regular time, even though you all live in different states.

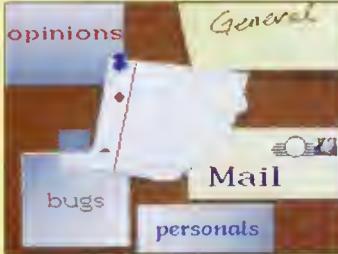
TSN has a NO-RISK trial offer that allows you up to 3 hours to try the service. If you like it, the monthly membership fee is \$4.95 per month plus \$2.00 per hour (evening) and \$7.00 per hour (daytime). TSN membership is \$11.95 per month in California for unlimited use

(an unheard of industry low-price). This flat-rate price will become available in more states as TSN membership grows.

The money you save by getting Sierra game hints on TSN rather than paying long-distance bills will pay for TSN in no time.

You can subscribe to TSN with your credit card by calling 800-SIERRA-1 or write to:

**The Sierra Network
P.O. Box 485
Coarsegold, CA 93614**



The TSN bulletin board gives you hints on Sierra games, lets you leave messages in your friends' electronic mailboxes, get reference info, and so much more!

We'd love to hear what you think about TSN. Write us a letter or contact us on-line through TSN on your modem and leave us your suggestions, ideas and comments on The Sierra Network Bulletin Board.

LOOK AT WHAT PEOPLE ARE SAYING ABOUT TSN

We've received lots of letters about The Sierra Network. Some are from parents of small children who love playing checkers with other children halfway across the U.S. Our favorite letter is about a 93-year-old woman that loves to play cards on The Sierra Network.

Here's more:

"It gets to the point where you would rather do that (log-on to TSN) than watch television."
John Hennessey — Woodland Hills, CA

"You don't have to know anything about computers...as a recreation therapist, I think that there can be no better recreation therapy than TSN."
Doré Zwingman — Oakhurst, CA

"TSN allows me to keep up-to-date on things that are happening in the midwest."
Rebecca Perry — Anaheim, CA

"It's (TSN) the best game service I have seen, bar none."

Joshua M. Harris, president Jupiter Communications Company, quoted in the New York Times, June 18, 1991.

And look at this!

The Sierra Network is planning computer theme parks. You'll experience thrills, adventure and endless fun on your computer. You'll have games, projects, skill challenges and so much more.



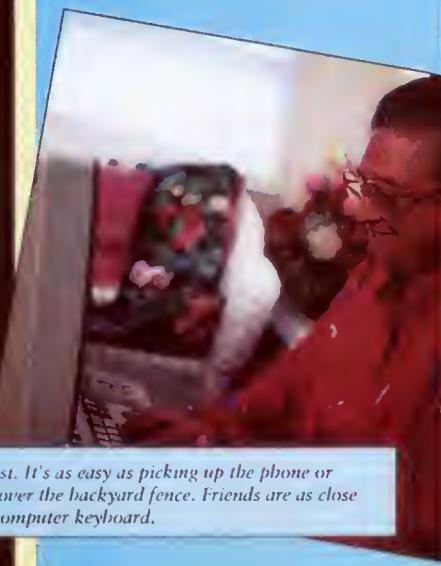
SierraLand

Under construction at TSN. You'll be able to play games at Wilco's Arcade. Bring a date and play miniature golf. Get some help with your homework from the 'electronic chalkboard'. Wait till you paint and sculpt your wildest ideas. And when you're finally ready to relax, you can hang out with your 'Sierra Buddies' and have a frosty drink and burger at the Hard Disk Cafe.



LarryLand

Under construction at TSN. Larryland promises to be the most fun you can have on your telephone line without dialing 1-900! Think of it, multi-player Leisure Suit Larry. You'll play bar games, take a swing at 18 holes of golf. There'll be hotel amenities like an outdoor jacuzzi (it can really get hot in there). You'll even be able to order room service. Maybe you'll visit the Yak 'N Yuk Comedy Club. Or you might get lucky and win the jackpot in the Casino. It's fun and exciting!



...to-coast. It's as easy as picking up the phone or chatting over the backyard fence. Friends are as close as your computer keyboard.

King's Quest V

MULTIMEDIA!

Compact Discs in Daventry

The Ultimate Adventure Experience!



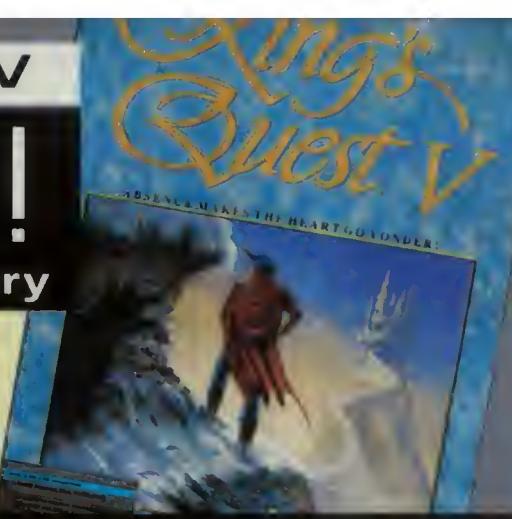
Multimedia makes your gaming experience totally realistic.



The musical score is breathtaking.



Every character has a real digitized human voice.



Close your eyes and hear the screech of a harpy, a wizard's incantation, the battle cry of a king. Imagine your faithful companion Cedric calling out a warning in the nick of time.

In the CD ROM version of *King's Quest V*, the characters come to life like never before! With the talents of over 50 voice actors, Daventry will seem as real as the world outside your front door, and just as close. But what else makes Multimedia special?

With Multimedia, you'll be dealing with a few compact discs, not a multitude of floppies. You won't need to clear out your hard disk to make room for the game, because you won't be using it.

Super-real sound effects will plunge you headlong into the world of King Graham. Instead of distracting text appearing on the screen, you'll be interacting with lip-synched characters who have digitized human voices.

You're asking yourself, "But what kind of equipment will I need to hear these voices?" Don't worry. All you need is your soundblaster to hear both the voices and the original music. KQV CD will support all major sound cards. If you want to hear the music at its beautiful best, you can use your soundblaster in tandem with a Roland MT-32 multi-timbral sound module. It's like a symphony orchestra in your living room.

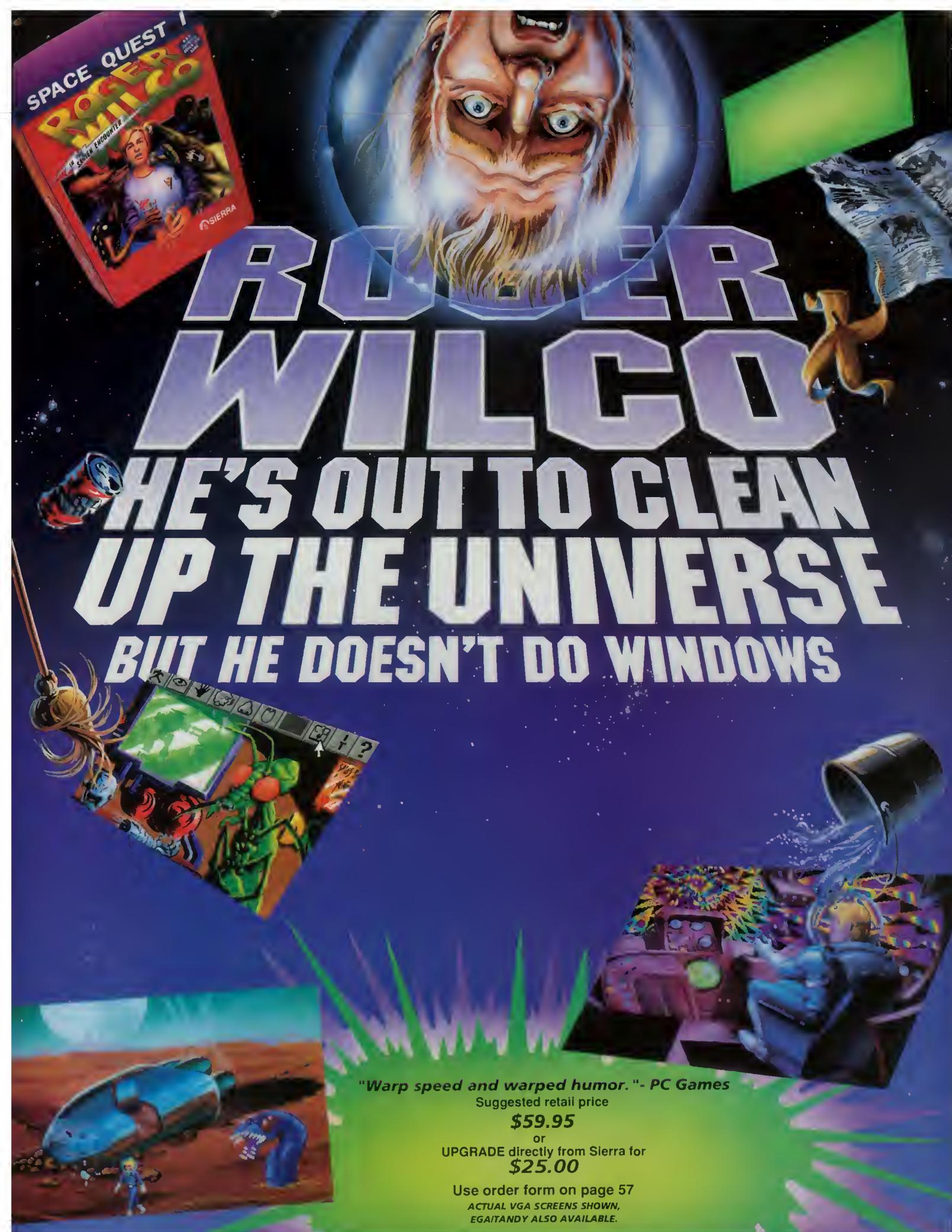
King's Quest V Multimedia is the benchmark for computer gaming. It has all of the plot and action of the original game, and the character enhancement is incredible. More dialog has been added, but the text boxes have been deleted. When you talk with a character, you get more than just a closeup. The character's face has more expression and animation, and his speech is fully lip-synched. He could be sitting across the table from you.

Sound like fun? Well, from *Jones in the Fast Lane* on, most new Sierra products will be available on CD ROM. You'll be able to hear the voices of Laura Bow, Sonny Bonds, Leisure Suit Larry, Roger Wilco, and the rest of your Sierra favorites!

Roberta Williams has let us in on a few Multimedia rumors. It seems that even now, she's working on a Gothic horror game, to be released exclusively on CD ROM. Don't expect it on the shelves for a year and a half to two years, but it will be well worth the wait.

Design has begun on *King's Quest VI*. All Roberta will tell us is that Prince Alexander is the main character in this adventure.

KQV CD will be the same price as the VGA version, \$59.99, but it gives you so much more. Scheduled to be released at the end of the summer, *King's Quest V* Multimedia is the start of an exciting new chapter for Sierra games.



"Warp speed and warped humor." - PC Games

Suggested retail price

\$59.95

or

UPGRADE directly from Sierra for
\$25.00

Use order form on page 57

ACTUAL VGA SCREENS SHOWN,
EGA/TANDY ALSO AVAILABLE.

WELCOME TO SIERRA ON-LINE

Surrounded by national forests, at the doorstep of Yosemite National Park, Sierra 'On-Line' has become a 'computer game artists colony'. Founders, Ken and Roberta Williams' idea was to gather master artists, musicians, writers, designers and computer programmers in a magnificent mountain environment. There they would create the most astounding computer game magic in the world. The idea worked.

But it doesn't stop there. Sierra is dedicated to being first and best in computer game technology and it shows. If we can't find the best and most sophisticated equipment, we design it ourselves (wait till you see what we can do in our video studio). Even our disk copying machine is the most advanced in the industry.

Many people have expressed an interest in seeing the way we develop and produce our computer games. So, we're offering an open invitation to everyone. Come on up to our Hi-Tech/Creative Compound in Oakhurst, California and take a tour of Sierra Adventure Game Land.

If you were looking for the perfect environment to develop the world's most intriguing, most visually stunning and most creative computer games, where in the United States would you go? New York? Los Angeles? The Silicon Valley? Nope, it's right here in Oakhurst, California.
(See map on how to get here.)



Ken and Roberta Williams, the founders of Sierra On-Line, are the driving forces behind the advancements and creativity of Sierra's growing line of adventure games.

COMPUTER GAME PROGRAMMERS

Imagine trying to put together a jigsaw puzzle while all the pieces keep moving around the table! The computer programmers at Sierra do something like that with every game.

First, they must gather up all the ingredients of what will become a game; the script, the art, the animation and the sound. Then, they combine each 'ingredient' of the game by connecting computer programming code to all the individual pieces.

The programmer must be both a technician and an artist. They follow certain guidelines but they must also be capable of inventing new guidelines where necessary.

The next time you see King Graham or Roger Wilco on your computer screen think of the programmer who gave them the spark of life.

DESIGNERS

Where do you start? Designers create the 'idea' of a game. A game designer is like the screenplay writer of a movie. Only these writers have to craft a 'movie' where you can interact with the characters and advance the plot through your choices.

Sometimes designers get together in a 'think tank' and brainstorm a game's look and plot, and how the characters will think, talk and act. Other times, individuals design games strictly from their own imaginations and experiences.

Roberta Williams created the King's Quest series. Al Lowe is responsible for Leisure Suit Larry (so blame him). Jim Walls, an ex-cop, uses his police experience when he designs the Police Quest series. On your tour, you may actually run into any of these designers (more about this later).

HEY! WHO'S IN CHARGE HERE?...THE PRODUCERS

With so many ideas and varied assignments how does a game come together? In a word, producers.

Just like Hollywood movie producers, Sierra's producers are the conductors in this symphony of game creation. They set schedules, check the quality and (here's the best part of their job), make sure each game is fun, challenging and an adventure worthy of the Sierra name.

COMPUTER ARTISTS AND WRITERS

Once a game is designed, we divide it up. Each of the individual creative disciplines are assigned and game production begins.

The writers follow the game 'script' and create dialogue that may occur between characters. That may sound like an easy task, but if you've played a Sierra game, you know there are dozens of player questions and answers that must be recognized.

Sierra's writers come from a wide spectrum of backgrounds. Mystery writers, horror and science fiction/fantasy writers, romance novelists, and crime-detective writers all contribute their unique talents to give Sierra games the biggest variety of adventure/arcade themes in the world.

Sierra employs one of the rarest of human creative species, the computer artist. They must have superb technical and computer skills as well as extraordinary creative graphic and artistic talents.

Never before has computer artistry been given such a medium. The 3-dimensional depth and perspective of Sierra's games 'push the envelope' of techno-artistry to its limits. You don't just play the game, the graphics pull you into every scene and you actually feel as if you are taking part in the animated action.



YOU OUGHT TO BE IN PICTURES...

SIERRA'S VIDEO-CAPTURE

Sierra developed their own video-capture software that enables us to videotape actors in action scenes and transfer the movements of the actors into game action.

On your tour, you may see some of our employees that look just like the characters in your favorite games. For instance, Nancy Smithe, the Administrative Head of our Creative Service department is the 'bag lady' in Police Quest 3. Greg Steffen, our Art Director/Print Producer was video captured and turned into Jessie Baines for the Police Quest series.

Sierra has always been a family oriented business. We not only work as a team to make the world's best games, with video-capture we actually take part in the games.



SOUND STUDIO ENGINEERING

What's that? You haven't installed a music card in your computer? It's hard to describe how totally different a Sierra game is when you play it and hear it with its theater-quality digitized stereo soundtrack.

You might say it's like the difference between driving a Volkswagen Bug or a Cadillac. They both get you where you want to go, but in totally different styles.

Sierra's sound studio is equipped with DAT (Digital Audio Tape) recorders, panels of equalizers and mixers, and computer MIDI interface equipment.

But, it doesn't stop there. Being 'state-of-the-art' isn't good enough for Sierra. When we get a new idea, we create the technology to make it work. We combine actor's voices, soundtracks composed and performed by professional musicians (including Jan Hammer of 'Miami Vice'), and sound effects to give you the most thrilling game experience possible.

And we've learned a lot! For instance: All Sierra games are interactive; that means you control the action. Instead of the game soundtrack pausing between actions, we layer the elements (music, voice and effects) of the soundtrack. In that way, the music continues but the voices and sound effects change to follow the action. It's just like a movie soundtrack except you control the action.

QUALITY ASSURANCE...QUALITY CONTROL...QUALITY TECHNOLOGY

Once a game is put together it must pass through the exacting scrutiny of our Quality Assurance experts. These folks love to find things wrong with any part of a game. Actually they try to find bugs, problems in design, inconsistencies in performance...anything that could go wrong with a game. And they're tough critics. Not one game leaves Sierra without QA's seal of approval.

Each game must also pass through Quality Control. This is where the disks are checked, the compatibility is assured and every technical detail is gone over with an unforgiving eye. Quality Control makes sure that when you pop in your game disks, you start playing immediately.

How can we ship as many games as we do with such quality standards enforced? Sierra is an innovator in disk duplication technology. Our duplication machines not only copy data, they carefully check each disk. If there is the slightest data error or disk problem, the machines automatically eject the disk.

Sierra is so sure of their game product quality, we offer a money-back or replacement guarantee on all of our games.



MARKETING...YOUR SIERRA CONNECTION

While game producers are busy creating the games, Marketing is busy creating ways to tell you about them. Artists create box covers and other artwork using state-of-the-art computer design tools, as well as traditional paint and brush techniques.

Writers are in constant communication with game designers and producers (and the competition) to give you the absolute first-hand word on what's new in computer gaming. This News Magazine, the Sierra Catalog and any Sierra game magazine ad you've ever seen is produced by the combined efforts of the artists and writers at Sierra. **Sometimes we use ideas sent in by our loyal Sierra fans in our advertising, so keep those letters coming. We love 'em.**

SIERRA'S SUPER SERVICE

Sierra gives our customers a lot more than top-of-the-line entertainment software. You get the best customer support service in the industry.

We handle more than 100,000 inquiries a year. We take each customer inquiry individually. And, we take them seriously. If you need information on your computer's compatibility, how-to-install a game, or any game problem at all, just call (209)683-8989 and one of our representatives will work with you until your needs are met.

We feel our Customer Service is the best in the industry. If you don't believe it, just try us. We'll prove it.



GOT A FAVORITE DESIGNER?

Each day a different designer will be available for tours. You might get the autograph of ex-cop and game designer Jim Walls of Police Quest fame. You might see Ken and Roberta Williams in the halls. You might even run into those 2 guys from Andromeda, Mark Crowe and Scott Murphy.

The designers will be happy to answer any questions you have about the production of a game, how it works and maybe even give you some hints. If you purchase a game while you're at Sierra or bring in your game sleeve, the designers will be delighted to autograph them for you.



WORLD FAMOUS SIGHTS SURROUND SIERRA

Sierra On-Line is located in the heart of the Sierra National Forest. Nearby are some of the world's most famous sights and attractions.

Sierra On-line is a short drive from the awe-inspiring Yosemite National Park, Sequoia National Park, home of the largest trees in the world, and the incredible splendor of King's Canyon National Park.

Beautiful San Francisco, the fishing port city of Monterey, and the artists' colonies of Carmel and Big Sur are 3-4 hours due west by car.

Lake Tahoe, one of the world's largest and most beautiful mountain lakes, and the old west gambling town of Reno, Nevada are a quick trip northeast through some of the most dramatic scenery in North America.

Hollywood, the motion picture capital of the world, Los Angeles and the shopping phenomena of Beverly Hills are an easy drive to the south of Sierra On-Line.

Whether you live in California or are planning a trip to the West, put Sierra On-Line on your itinerary. We'd love to meet you and show you how we create the world's most exciting, adventurous and fun games.



FOR MORE INFORMATION:
Call Sierra On-Line for
reservations and directions at
209-683-4468.



PC NOVICE

The Magazine For Computer Newcomers!

CONFUSED?

Choosing Your First
Personal Computer



LEARN COMPUTERS THE EASY WAY!

Learning to use computers is like learning anything new — it's getting started that's the hard part. Now there's a computer magazine designed specifically to get you started with computers. It's called PC Novice — The Magazine For Computer Newcomers. Every issue of PC Novice is packed with articles that explain the basic information you need to learn how to use your PC.

PCTODAY

COMPUTERS IN PLAIN ENGLISH

**WHAT IS
MULTIMEDIA?
The Parts and The Players**

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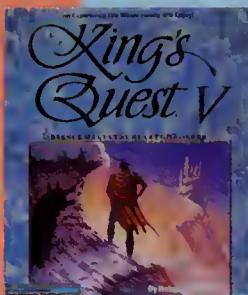
800-282-5555

Sierra's Top Ten Best Sellers

1 King's Quest V:

Absence Makes the Heart Go Yonder

Good King Graham's family is missing, along with the whole royal castle. Aided only by a talking owl named Cedric, you must face the dangers of the dark forest, scale towering mountains, cross a burning desert and a cursed sea as you try to rescue the royal family. It's an epic contest of wits and magic between you and the evil wizard Mordack. (Don't miss the article on KQ5 Multimedia CD ROM on page 40 !)



2 Space Quest IV

Join Roger Wilco and the Time Rippers on a rollicking 3-D romp to the future and beyond! Blunder through time and space, trying to stay one step ahead of the savage Sequel Police. They're out to make sure this is the last Space Quest ever! You'll love the hand-painted graphics and wild, warped humor in this latest and looziest Space Quest saga. (Look for the Space Quest IV article on page 24!)



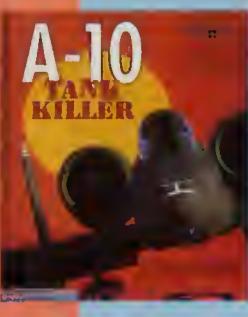
3 Red Baron

Soar back in time to World War I, when battle first took to the skies! Choose from 17 classic airplanes and fly spy missions, hunt zeppelins, or dogfight with the most deadly aces of the era. You can start a career, progressing in rank and skill as you gain experience. Red Baron is the most realistic and accurate World War I flight simulator ever! (Check out the Red Baron Strategy Tips article on page 13!)



4 A-10 Tank Killer

Take command of the most indestructible and devastating plane ever built, the A-10 Thunderbolt III! Fly low and dirty through smoke-filled battlefields, blowing apart enemy tanks with your 30mm "tank killing" cannon. Return victorious, leaving your enemies in a smoking heap of slag! This incredible flight simulator is now available in a 1.5 version, featuring new flight models, improved graphics, and 14 new missions, including 7 from Operation Desert Storm!



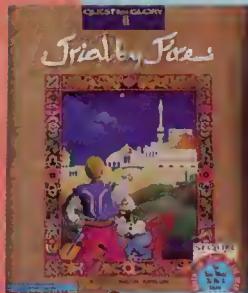
5 Heart of China

You're a down-on-your-luck pilot, and you've just been made an offer you can't refuse! The daughter of a ruthless American land baron is being held prisoner in the mountains of China. You have just a few days to rescue her, or else! Digitized live actors and breathtaking hand-painted graphics make this 1930's adventure as beautiful as it is exciting. (Look for the Heart of China hints on page 54!)



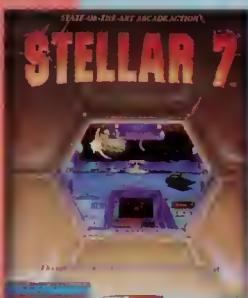
6 Quest for Glory II

Only you can save the twin cities, Hero of the Kattas! From the busy markets to the dangers of the burning desert, you'll have to battle men, monsters, and magic in this exciting adventure. The setting and vivid characters conjure up tales of the Arabian Nights. Create a new hero for this game, or import your veteran from QFG II! (Be sure to read the Quest For Glory II article on page 51!)



7 Stellar 7

Sizzling arcade action! You're the commander of the Super-tank Raven, and you're about to launch into a ferocious battle spanning seven planets! You'll fight more than 20 different enemies, each with his own battle strategy. With 3-D graphics, hot interlude animation, and stereo sound, you're entering a whole new world of arcade adventure. (Don't miss the article on Nova 9, a new game from the designers of Stellar 7, on page 36!)



8 Leisure Suit Larry 3

Take a silly look at love from both sides! Not only will you become Larry, Prince of Polyester, you'll get to be Passionate Patti! This tropical tryst is filled with sexy fun, romance, and good-time adventure. Face surly doormen, wild pigs and true love as you chase the object of your adoration through the jungle! (Get an eyeful of "Larry's New Look" on page 6!)



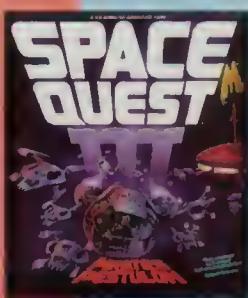
9 Oil's Well

Thrilling arcade action and hilarious cartoons await you in Oil's Well. Slater the Petrosaur will be your guide through this exciting and funny tale of life beneath an oil field. Guide your drill bit through increasingly tough underground mazes, gobbling up oil and avoiding nasty subterranean creatures who are out to put you on the lunch menu!



10 Space Quest III

Oh, no! Somebody's kidnapped the Two Guys from Andromeda! They're being held by Scumsoft, the sleaziest computer cartridge software company in the universe. You've got to rescue them before they're forced to start churning out silly second-rate arcade games! Only you can save the world from another obnoxious installment of Astrochicken.



OR HOW TO INCREASE YOUR CHANCES IN THE SIERRA CARTOON/DRAWING CONTEST!

Q: You entered the Sierra cartoon contest, but didn't win. What should you do?

A: Send more cartoons, and don't give up on the old ones! If your cartoon isn't in the next issue, it could still be in an upcoming issue. We put your cartoons in a pool, and we draw from that pool for up to a year. Due to the huge volume of cartoons we receive, we can't respond to every entry. We wish there were room for all of them, but we can only publish a few. If you are a winner, you will be notified. Here are some simple guidelines. If you follow them, your cartoon will be seriously considered for the magazine.

-ALWAYS draw your cartoons on white, unlined paper. Other colors reproduce badly, and lines show up on the camera.

-USE black ink. Other colors just don't show up well.

-DO not draw in pencil! Pencil is impossible for us to photograph.

-DO it like a Pro. If you don't like drawing in ink, draw your image in light blue pencil, which won't show up on camera. When you're finished, go over it with black ink. Do this with your lettering too.

-LETTER carefully. If your caption is unreadable, your humor may be lost.

-NO colored work. We're unable to print your cartoons in color, and we can't convert them to black and white.

-SMALL scale work is fine. We may have to reduce it down anyway, so your cartoon doesn't need to be big.

-A good, clear photocopy is always acceptable. As we are unable to return your work, you may wish to send us a copy.

-DO not reduce work too small. If you send us a reduced copy, don't reduce it down to the point that details are lost and lettering is unreadable.

-PLEASE do not fold. If you fold your cartoon, the creases will show up on the camera.

-NO extra tape, staples, or adhesive. Extra stuff in the envelope makes life harder for us, and can actually damage your cartoon.

-USE good taste. Hey, we're a family magazine! 'Nuff said?

-DON'T send other correspondence with your cartoon. Your game question, order, magazine request, etc. may be overlooked if it's in your cartoon envelope.

-WRITE your information on the back of every picture. Whether you send us one cartoon or one hundred, write your name, address, phone number, and age (if under 18) on the back of every entry. Happy cartooning, and keep 'em coming!

Winners are chosen at the sole discretion of Sierra On-Line, and all entries become the property of Sierra On-Line. Submit cartoon/drawing entries to:

Cartoon Contest
Sierra On-Line
P.O. Box 1103
Oakhurst, CA 93644



Chad Brewster, Maryland

CARTOON CONTEST WINNERS

A.J. Ryan, New Jersey

Flynn Barrison, age 10, New York

James Paul Allen, age 13, Arizona

Amir Yaacobi, age 17, Israel

Chad Brewster, Maryland

Andrew Coniglio, age 15, Florida

Chris McDonnell, Alberta, Canada

Dudley Beene III, age 15, Louisiana

Michael Daniels, age 13, Arizona

RISE OF THE DRAGON!



Andrew Coniglio, age 15, Florida



Flynn Barrison, age 10, New York



Amir Yaacobi, age 17, Israel



Chris McDonnell, Alberta, Canada

Hero's Quest was really a great game. I thoroughly enjoyed the challenge and the visuals were great. When are you coming out with a sequel?

-John "Jake" Jackson, Austin, TX

Dear "Jake", we have. It's called Quest For Glory II, Trial By Fire. It's everything Hero's Quest was but a whole lot more (for legal reasons we had to change the name of Hero's Quest to Quest for Glory). Keep on gaming, partner.

-Editor

Most computer fantasy games fit neatly into one of two categories. There are fantasy adventures that revolve around puzzle-solving and story-telling, and "computer role-playing games" (CRPG's) which are built around character development, combat and magic.

We set out to create a game series which would combine two genres. We wanted the player to participate in creating a story for their character to develop and change during the course of the game. The *Quest for Glory* series was the result.

Lori: I wanted the player to really identify with the character from the beginning. The player determines the character's abilities and personality.

Then the character is turned loose in a world of magic, mystery and danger. The player controls how the character reacts to the world: cunning and cowardly or slash and crash.

Corey: We want the player to actively participate in the game, rather than to "watch a movie."

We think of *Quest for Glory* as a story framework rather than a preset story. The tale develops from a combination of game setting and the player's actions.

The "story" doesn't really exist until the player as Hero starts his or her part.

However, we want the player to feel that he has entered a living world, where the people and creatures he meets have their own lives and goals.

Lori: *Quest for Glory* was conceived as a series. I wanted to take the character from novice adventurer and "wannabe" hero to seasoned adventurer and true Hero of the World. It's not something that happens overnight.

The world of Q.F.G. is a fantasy analogy of our own world. There is more to do and see than we could ever fit into a single game. The series was originally supposed to be four games, but it evolved into five as we worked on it.

Corey: You see, we had this all worked out - four games representing the four seasons and the four classical elements (Earth, Fire, Air, and Water). But our planned Gothic horror setting for game 3 seemed too extreme for the character after "Trial By Fire", so we slipped in an additional game to fill in the gap.

In "The Wages of War", the Hero will visit

Rakeesh and Uhura's homeland, learn more about honor and friendship, and prepare for the challenge of "Shadows of Darkness".

"Wages of War" fits naturally into the overall series storyline. It advances the player's character's development into an archetypal Hero.

Lori: One of our goals in making this series is to give the player control and success.

Most of our puzzles have multiple solutions, and the game is filled with options. We want the player to succeed, but we aren't always going to make it easy on him or her.

The games balance puzzle-solving and action. Most obstacles rely on the cleverness of the player and the skill level of the character rather than on quick reflexes.

Corey: I believe that balance is what makes a great role-playing game. The player should always feel challenged, yet somehow manage to succeed.

We aren't here to antagonize the players. We work with them in a cooperative story-telling effort. If the player fails, everybody loses; we want to see everyone win.

Still, victory is only worthwhile if it takes effort to achieve. We want the player to have a real feeling of accomplishment.

Lori: Our most important goal is to make the game fun. Whether it's exploring a beautiful and magical world, the feeling of accomplishment from defeating a foe, or just the satisfaction of solving a small puzzle, we want the player to enjoy the game.

After all, in the *Quest for Glory* series, it is the player who creates the adventure game character.

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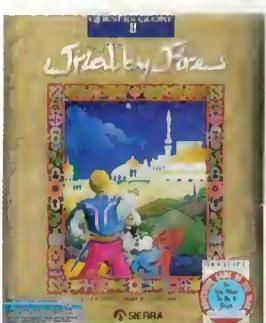
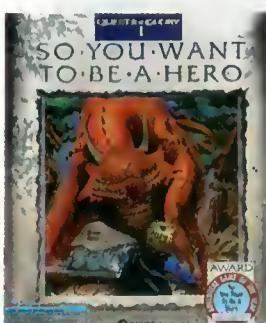
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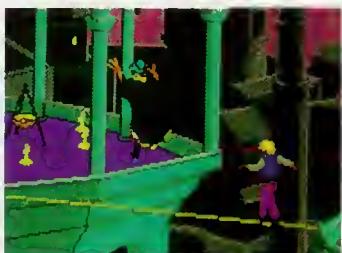
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DISCOVER A NEW WORLD OF COMPUTER ADVENTURE GAME SOUND

"BUT HOW DO I GET THERE?"
BY VINCE GERACI

I couldn't believe it. Recently, we equipped our tour video room with a big-screen computer projector . And theatre-quality stereo sound system. When I got my first chance to play a Sierra game on the video theatre system, I thought I was watching a movie.

I'd read about the music-card compatibility of Sierra games but I really didn't know what difference it made in game playing. I had been used to the little bleeps and boops of my computer sound system. When I heard the real sound quality built-in to Sierra games, I was flabbergasted.

Sierra's games have a completely hidden identity that people without sound cards are missing. And what a difference it makes. The soundtracks are awesome. The quality is as good as Hollywood movie soundtracks, and just as exciting. In fact, they're more exciting because you are controlling the plot while the multi-layered music spirits you through the story.

Imagine confronting a criminal in *Police Quest 3* and the music builds in suspense and explodes as you make the attack. Imagine a blood-curdling scream from the Cyborg in Space Quest. It's chilling.

And imagine hearing the *Mixed-Up Mother Goose* characters sing their nursery rhymes with human voices and real musical instruments. On the CD ROM version of *Mixed-Up Mother Goose* the characters can sing and talk in 5 languages.

Sierra sells several different kinds of sound cards, all of which bring out the full impact of game adventure action with true stereo sound. The difference is so incredible it's like a movie action-adventure where you control the action of the main characters and the environment.

But wait, Sierra offers more. Now you can get an internal modem card (or external modem) for an outrageously low price. (See Back Cover). You can scoop up hundreds of dollars of 'shareware' with a modem when you dial into the more than 2,000 computer bulletin boards. Plus, Sierra's own BBS is a cornucopia of game and service information. What's more, it's fun!

HOW TO INSTALL A COMPUTER EXPANSION CARD

It might seem scary to open your computer and insert an expansion card like a music-card. But computers are designed to accept expansion cards. It's a common and easy procedure. That's why you'll find those slots in the back of your PC. We've outlined the installation steps for you below to show you just how fast, safe and easy it is to install any expansion card. You'll be getting the maximum potential from your PC and you'll be having fun.

1

Unplug your computer and remove the three to five screws on the PC's cover. Carefully slide the cover back. Toward the back, you'll find a number of expansion slots. Some are short slot and the others are full slots.



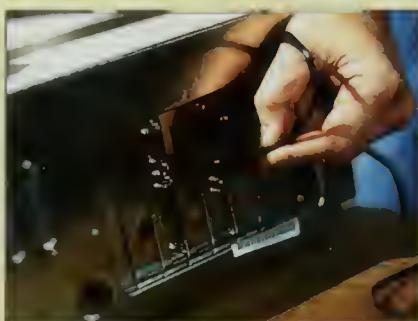
2

Choose a slot that your music card will fit into. Remove the metal plate at the rear of the computer. Simply loosen the single screw that holds the plate in place. Now, firmly insert your expansion card into the slot and make sure the screw hole from the card aligns with the screw hole on your computer. Replace the screw and replace the cover of your computer. That's all there is to it.



3

Now hook up your stereo system to the music card, fire up your game and get into what you've been missing. Wait till you hear the dramatic difference the real game soundtrack makes in your gaming experience. Wait till you hear game characters speak to you in their own voices. And, wait till you feel the impact of the awesome sound effects.



CALL US QUICK

If you have any problems or need some help, call our technical service representatives at (209) 683-8989 and we'll help you in any way we can. We're always willing to help out a fellow gamester.

Don't Be Shiftless

Can't Point and Click? Point and Shift.

If you don't have a mouse, you may have noticed that the icons in our new games move quite a bit when you press the arrow keys. This speeds up the action, but sometimes makes it hard to accurately place an icon on a certain spot on the screen.

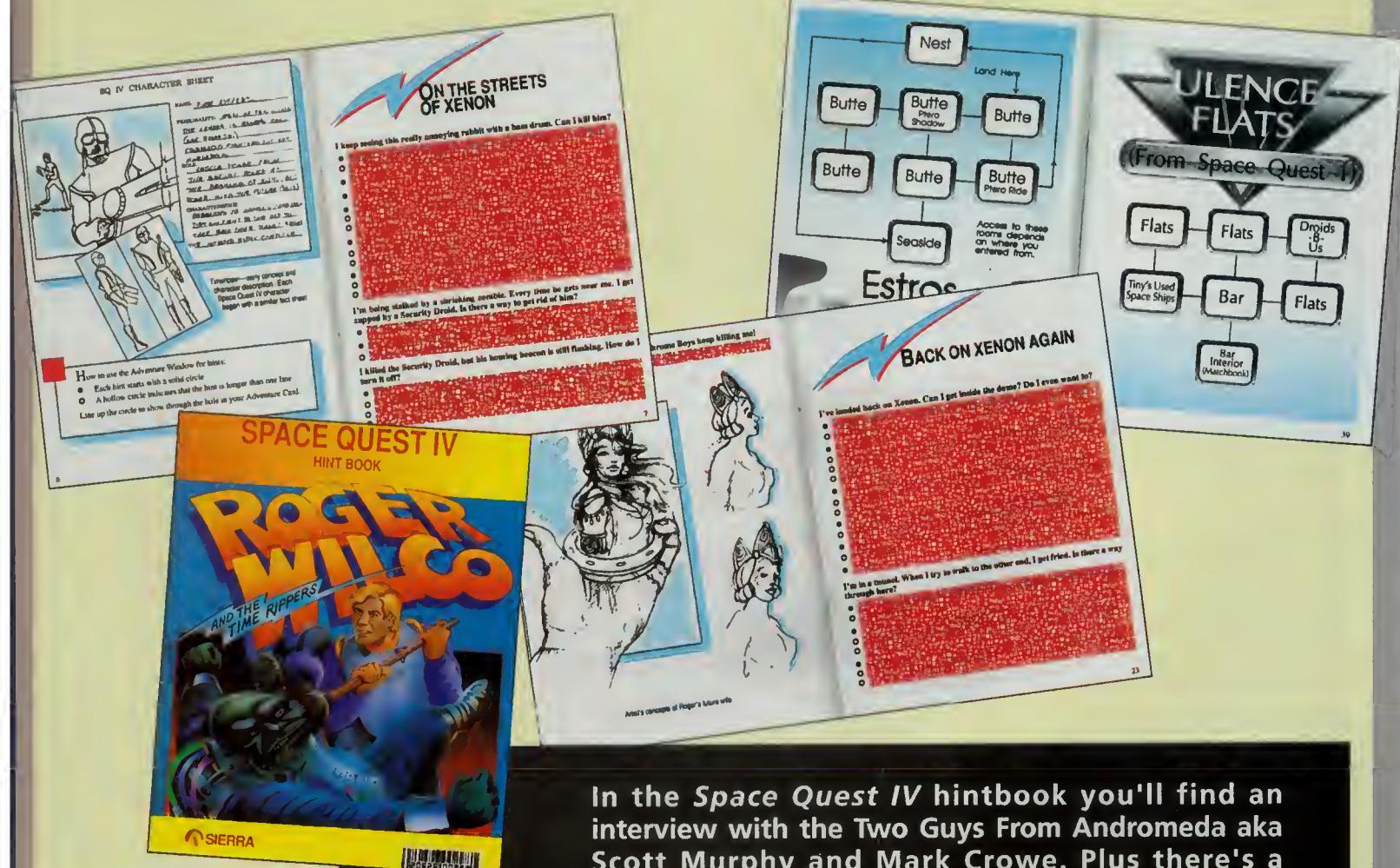
If you press the Shift key at the same time you press the arrow key, the icon will move only a tiny bit at a time. Instant accuracy. So, if you're having trouble grabbing that unstable ordnance in Space Quest IV, you know what to do...

HOT NEW HINTBOOKS

PSST! WANT A HINT?

Check out our new hintbooks! You'll find helpful suggestions, carefully masked so they won't give too much away. You'll find object and point listings, plus accurate maps.

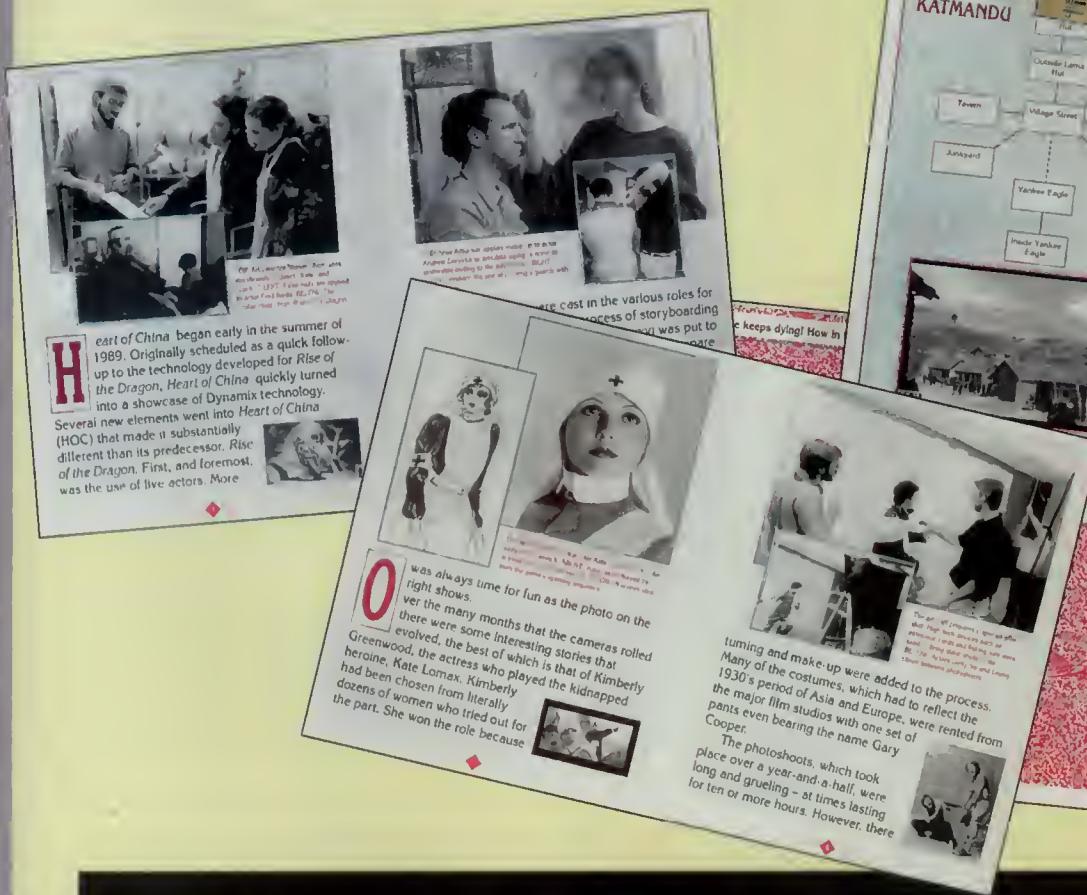
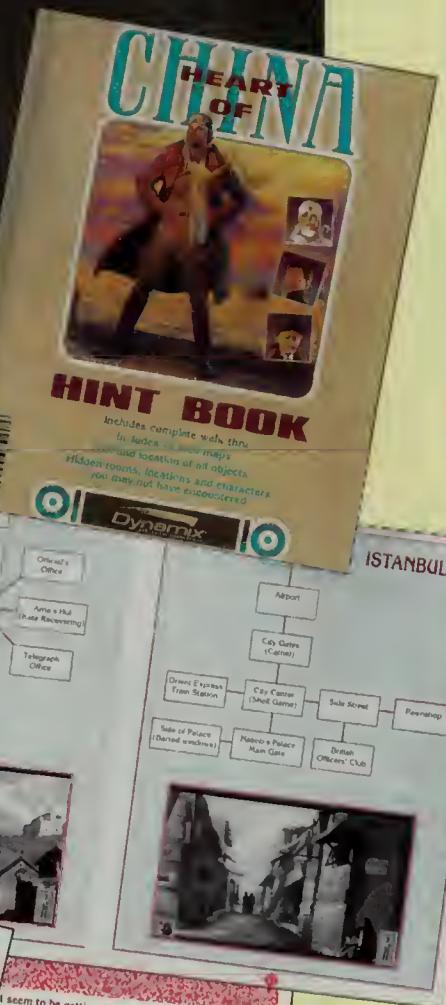
You might also find a history of how the game was made. Or how about an interview with the designer? Maybe you'll find some technical information, or early sketches of a game. Our new hint books are more than just an education. They're entertaining.



In the *Space Quest IV* hintbook you'll find an interview with the Two Guys From Andromeda aka Scott Murphy and Mark Crowe. Plus there's a character profile on the Time Ripper and a flow chart of the game's direction.

The *Heart of China* hintbook, starts out with a section called The Making of Heart of China. You'll find out how the concept for the game was born, and how different from that original concept it turned out to be. See photos of the production process, from storyboards to the live actors' costuming and makeup. Learn the secrets of the technological magic that made *Heart of China* come alive.

Of course, you could call the Sierra/Dynamix hintline. But then you'd never find out why the character of Kate Lomax almost had to be recast three months into shooting...



THE NEXT TIME YOU GET STUCK IN THE MOUNTAINS OF CHINA, LOST IN SPACE, OR TRAPPED IN A DARK ALLEY, REACH FOR A SIERRA/DYNAMIX HINTBOOK. NOT ONLY WILL IT GET YOU OUT OF A JAM, BUT IT MIGHT GIVE YOU MORE THAN YOU BARGAINED FOR!

HINTS-HINTS-HINTS-HINTS-

SPACE QUEST IV

Roger Wilco and the Time Rippers

Editors Note - Lost in space? Feeling like a space cadet? If you're aimlessly careening around the cosmos, take heart. We're here to help you master those pesky interplanetary puzzles from Space Quest IV. And, for the first hint, we've asked the Cosmic Custodian, Roger Wilco himself, to describe how he managed to escape the Buttes of Estros before being toasted by the Sequel Police.

"Where the heck am I? This doesn't look like Xenon, at least not in this century... I've never seen so many big buttes in my life. And look at all the narrow, winding little walkways in between..."

"Say, I wonder what the deal is with these wide, flat steps."

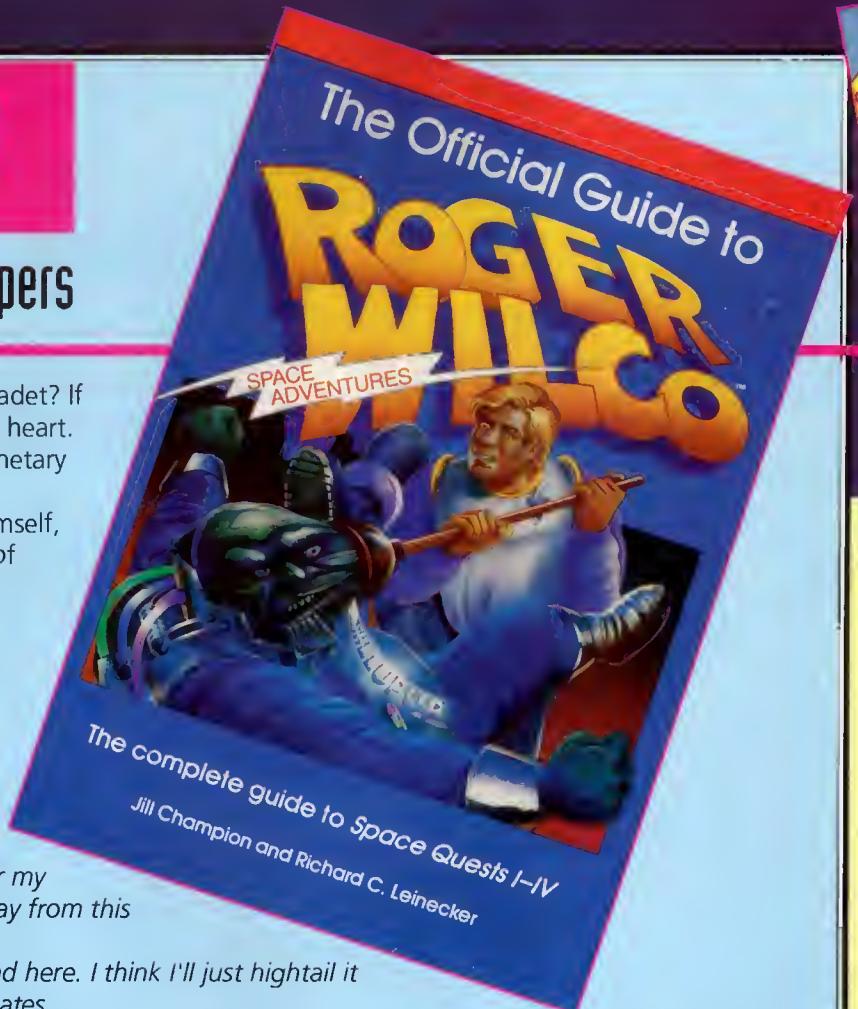
"Ahhhhh! What was that? That was definitely a prehistoric something that just flew over my head, and boy was it big! Maybe I should move away from this open area and explore a little more to the west."

"I'm beginning to dislike the feel of things around here. I think I'll just hightail it back to the time pod and try another set of coordinates."

"Well, there's my time pod again... Saaay, there's another area I haven't yet explored. I could take a quick look down that other rock stairway to see if it leads to water. What could possibly go wrong in that amount of time? I don't see any prehistoric birds flying around, so I'm sure a quick look will be safe; then I'll leave."

"Ahhhhhh! Help! Heeeeeeeelp! Let me go! Ahhhhhh! I don't believe this! I've been captured by a pterodactyl..."

Excerpted from *The Official Guide to Roger Wilco's Space Adventures*
by Jill Champion and Richard C. Leinecker



Hung up in Heart of China?

DE PLANE! DE PLANE!

One of the first tasks in *Heart of China* is to enlist the aid of Zhao Chi, the Chinese Ninja. He can be found in Ho's Bar, but he is not an easy man to see.

Assuming you manage to talk to him, there is one

other difficulty you must overcome: his fear of flying. Being somewhat provincial, Zhao Chi is understandably skeptical about the idea of air travel. You must convince him that the Yankee Eagle won't simply fall out of the sky once it is airborne. To accomplish this, you need to get the piece of paper from

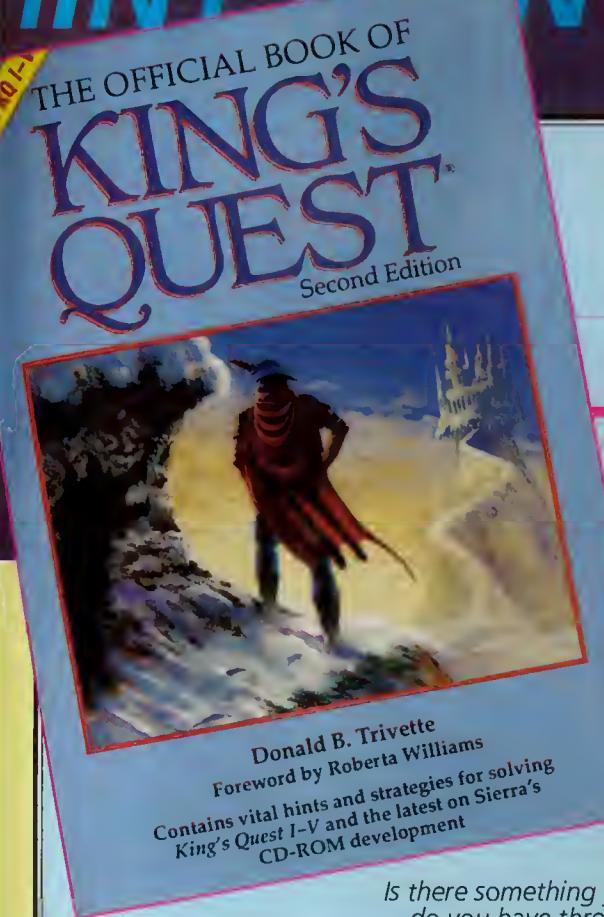
the street outside of Ho's Bar and fold it into a paper airplane.

Pick up the piece of paper from the lower center of the screen in Hong Kong street scene and drop it in Lucky's inventory. Next, open the main inventory and drop the piece of paper on Lucky and presto! A paper airplane.

Now go back into the bar and drop the plane on Chi. He will now agree to accompany you on your perilous quest, provided you promise to keep a supply of doughnuts handy.

Everyone needs a healing hand to hold onto.
After you've rescued

HINTS-HINTS-HINTS-HINTS-



KING'S QUEST V

Absence Makes the Heart Go Yonder

Getting an icy reception in the Great Mountains? Can't see the Dark Forest for the trees? Feeling endlessly deserted? Then check out The Official book of King's Quest, a travelling companion for all five episodes in the series. While this book won't exactly give you the answers, it will provide maps, offer inside information, and nudge you with just enough hints, tips, and clues to keep you from getting a king-sized case of the crazies.

Q: How can I catch the little elf in the Dark Forest?

One of the stickiest points in King's Quest V is how to capture an elf.

Is there something you could use to make a sticky mess on the forest floor?

Is there something you could toss out to attract an elf to the sticky mess? There are three elves; do you have three of anything?

Q: I know I'm supposed to do something in the desert beside dry up. What's out there?

Eventually you'll want to get into the Temple that looks like it's left over from an Indiana Jones movie.

From a safe place, watch how the bandits open the door - then find the bandits.

Forget the piles of treasure. You should know by now that Graham isn't the type to mess with riches when his family's welfare is at stake.

Spend too much time in the Temple and you'll get dusted.

Take only two things from the Temple.

Excerpted from *The Official Book of King's Quest*
by Donald B. Trivette

Here are a few "globe spanning, crash landing" hints to get you going again.

Kate, you must make her comfortable and tend her wounds in Katmandu. If you don't, Kate will die in the freezing Himalayan winter, leaving you with a lot of uncomfortable explanations to make to her father.

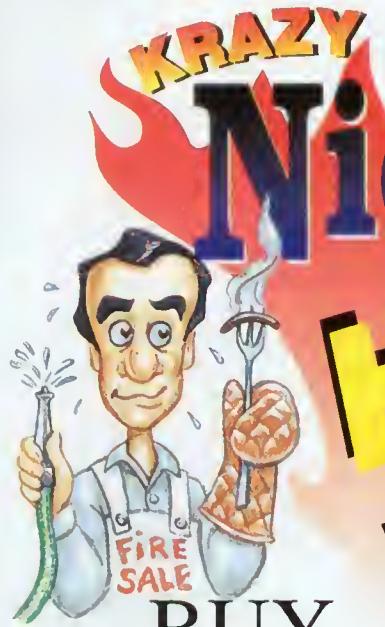
There are several steps you must go through in order to save Ms. Lomax. The

first thing you must provide for Kate is shelter from the elements. Get the tarp and the blanket from inside the Yankee Eagle. Be careful inside the fuselage; one false step and you'll send the precariously balanced plane plunging into the abyss. Cliff diving is rather hard on airplanes (and adventurers).

After you retrieve the necessary items from the plane, cover Kate with the blanket and use the tarp up as a windbreak. Now you're ready to give Kate the healing herbs from Madam Wu's in Hong Kong (you DID get them, didn't you?).

Finally, Chi must apply the Shaoling Healing Touch

to Kate. To use it, click and hold the right mouse button: The mouse icon will turn into a hand. Move the hand icon over Kate and click the left mouse button. This will keep her alive long enough for Lucky to bring back help (hopefully).



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Cut along this line

Cut along this line

Cut along this line

NEW CONTEST



Sierra fan Thomas Logue sent us this picture. He certainly is Larry-fied! Who's your friend, Thomas?

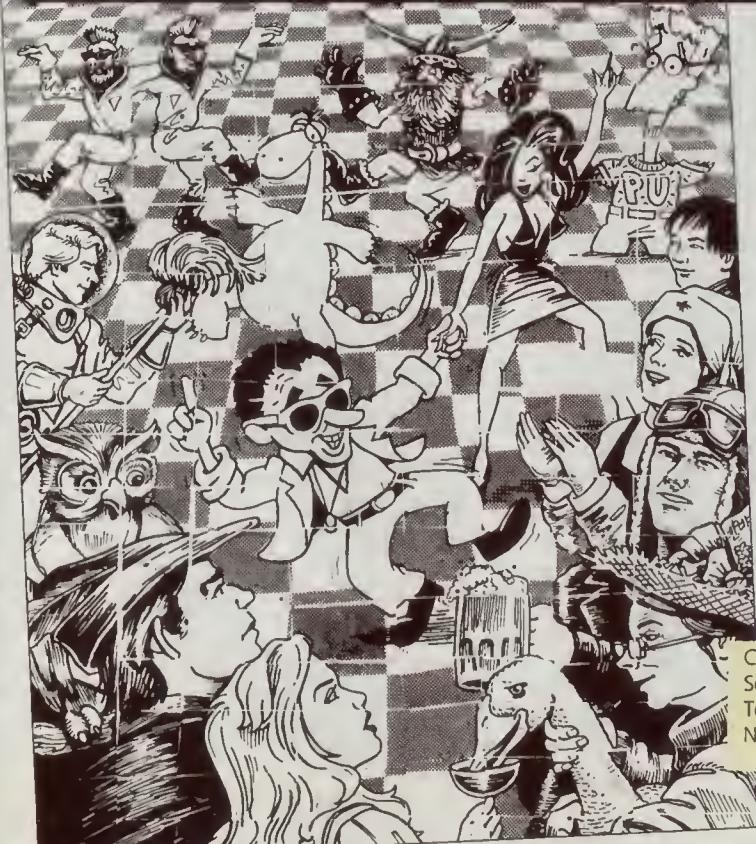
Be a Lounge Lizard! Be a Lounge Lizardette!

Tell the truth, now. Do you have any polyester in your closet? Is the word "babe" an important part of your vocabulary? Do your gold chains weigh more than you do? Then you just may be a lounge lizard at heart. Show your true colors and enter the great Lounge Lizard and Lizardette Costume Contest! The winners will each receive the free Sierra software product of his or her choice. Al Lowe, the Leading Lizard himself, will be the judge!

Put together a lounge lizard suit, take a color photo of yourself, and send it to us. Become Larry's Lady Lizard or Patti's Prince of Polyester. You can have more than one family member or friend's photo in the same envelope. Remember to write your name, address, and telephone number on the back of the photo.

Winners will be chosen at the sole discretion of Sierra On-Line, and all submissions become the property of Sierra On-Line, Inc. In the cases of winners under 18 years of age, parental permission and release is required. All winners will be required to sign appropriate releases to make our insurance people and lawyers happy.

Crazy Cut-Ups Solution



Crazy Cut Up Contest
Solution contributed by
Torsten Nielsen
North Vancouver B.C.

Crazy Cut-Ups Contest Winners

Andrew Smith, England
Emerita Rose Farber, New York
Urko Zalduegi Biat, Spain
Charles B. Graves, South Carolina
Adam Buerman, Minnesota
Janice Simmons, Missouri
Christopher V. Johnson, Ohio
Julie A. Hupp, Michigan
Torsten Nielsen, Canada
Brian Christian, Tennessee



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continued from page 5

with the graphics built into the motherboard are prone to obsolescence. Get lots of slots and drive bays.

5. Don't buy an expandable machine and plan on obsolescence. I realize this is the complete opposite of number 4 above, but think about this. If you buy a PS/1 or a Mac LC, you have a greater chance of having to replace your machine next year. (Even within Amiga the 500 isn't as upgradable as the 2000). But, it's possible you could be dollars ahead buying the cheapest possible machine that meets your needs for the next 24 months. Then re-evaluate, rather than pay \$1,500 more to allow for expansion you may not do. It wouldn't surprise me if the \$1,500 you save now can buy a whole new faster machine next year.

6. Fear new technology. I was the first person I know to buy a tape back-up unit for my hard disk. Imagine how I felt after paying \$2,000 for a device which would back up my hard disk in an hour on 6 tapes when, if I'd waited 90 days, I could have bought a unit for \$700 that would do the job in 10 minutes on 1 tape.

7. If you own or buy a 386, get DOS 5.0. I've seen DOS 5.0 as low as \$39.95, and it is a delight to run. Even with a CD-ROM drive, I suddenly have 600K of free RAM. Dr. DOS 5.0 and QEMM are good alternatives. I think our future CD-ROM products will require DOS 5.0 because of the higher amount of available memory.

8. Take a techy to lunch. Seriously! Pick the person you know who is the most knowledgeable about computers and be extra nice to them. Don't always trust in advertisements or in people who are trying to sell you something. Ask the opinion of someone you trust before you buy. Then talk them into helping you set it up or installing it. Alternately, check out CompuServe or Prodigy. They both have hardware forums where you can talk to fellow computer owners about potential purchases.

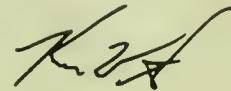
9. Ask lots of questions. The most important question to ask is whether

you can return your purchase if it doesn't work. Pay with a credit card so you have a little extra clout in getting a refund. Beware of fly-by-night vendors, especially if you buy through mail order. Ask if the product is in stock and when your order will arrive. Many reputable dealers have a satisfaction guarantee. I'd rather pay more and know that I'll be happy with my purchase.

10. Be a good sport. No matter what you do, from time to time you're going to feel like you've been burned. If you buy a 386 computer for \$2,000, expect to see a 486 for \$1,900 next week. Computers are coming down in price and they are getting faster. Relax! When I was in college, a computer with the computing power of a Mac Classic cost about \$3 million. In the U.S., we're getting higher quality hardware at a lower cost than in any other country in the world.

As a final thought, if you're feeling broke (like me) and don't want to buy a new computer, but are feeling left behind, cheer up! Even if retail stores don't have any games you can run, call us at (800)326-6654. My guess is that we have something you can run—even if you have a Hercules equipped 8088 or a floppy-based Mac. When you're ready to splurge for a new computer, you can bet we'll be there, too!

See you next issue.



Ken Williams



Michael Daniels, age 13, Arizona

SPECIAL ANNOUNCEMENT

NEW SOFTWARE SWAPPING POLICY!

If you've got software for your old Atari or Apple IIGs, and you just bought a new PC or Mac, you won't have to go out and re-buy your favorite Sierra games. If Sierra makes the same titles you own on either of these machines, we will let you upgrade to the new machine version for only \$10 per product (this cost covers our expenses).

To make the swap, find out what titles you have that you can convert to the machine (See our latest order form). Then, send your old software along with \$10 per title to be swapped to:

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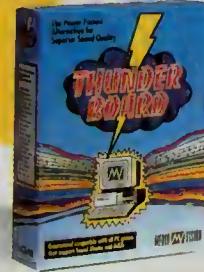
Make sure you send along a short letter detailing the machine format and disk size (3.5" or 5.25") you want to swap your old product for.

Also, please double check to make sure that you have included your return address! Please include a daytime phone number so we can contact you if we have any questions.

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WARNING: Often right, more often wrong, and occasionally even wildly inaccurate, Johnny Magpie is *Sierra/Dynamix Magazine's* least controllable and most controversial pseudo-journalist. Management does not endorse, and in fact barely even tolerates, the inclusion of this feature in our publication.



ONE GUY FROM ANDROMEDA BECOMES THE GUY FROM EUGENE, OREGON.

The big rumor in the hallway is that Mark Crowe, one half of the Space Quest design team known as "Two Guys from Andromeda" is jumping ship. Mark Crowe is leaving the Sierra stable to work for Dynamix, Inc. Mark won't comment on the reason for the move, but the scuttlebutt is that it's the lure of the big city life in urban Eugene, Oregon that prompts the change.

Based on this factoid, a less responsible rumor-monger might leak that Mark's move spells an end to "The Two Guys from Andromeda" and thus the end of the Space Quest series. But product release schedules lifted from Sierra management memos already show plans for Space Quest V to be released in late 1992. Could it be that Scott Murphy also plans to go to Eugene as well? Or that the Two Guys will work together using long distance phone lines?

Also, could Mark's moving to Dynamix mean that Space Quest V will be programmed under the Dynamix GDS system (used on *Heart of China* and *Rise of the Dragon*) instead of SCI? Watch this column for the facts as they become available.

THE BEANS HAVE BEEN SPILLED ON SIERRA'S MODEM-BASED GAMES.

Last issue, which hit the mails right around May 1st, grilled readers for info on Sierra's top secret modem based gaming project. On May 2nd, Sierra President, Ken Williams went public with information on the The Sierra Network (TSN) gaming network. By May 4th, well ahead of the time most readers got their last magazine, details on this project were in newspapers like *U.S.A. Today* and the *Fresno Bee*.

Despite the fact that the cover on TSN had been blown,

(or maybe because of it), the Magpie's mailbags were bombarded with a barrage of bad info and basic baloney designed to enlighten me on the subject. Most of the information was taken right off

Nova 9. As these games are finishing their development cycles, designers are looking ahead to their next projects.

The 1992 game development schedule is already shaping up, and here are the interesting

R U M O R

M I L L

the Sierra press releases, but very little of it gave me an idea of what was REALLY up. I won't regurgitate the facts (I'm sure it all appears elsewhere in this mag), but it does deserve note that one of my readers went way overboard.

She not only spilled the whole can of beans on the TSN service, but also provided an unauthorized copy of the software to tap into the system, a phone number for the service, and even xeroxed copies of the documentation and her own "confidentiality agreement."

By doing all this, she completely blew her supposed "confidentiality agreement" and generally made a mockery of the whole secrecy process.

I won't reveal this little tattle-tale's name to you, but she will receive a customized "I Spilled the Beans for Johnny" T-shirt, (sure to be a collectors item).

WHAT LIES AHEAD - NEW PRODUCTS PLANNED

Every year at this time, Sierra announces its new products to be shipped for Christmas of the year. Since this article is always the last in the magazine, you've probably already read your fill on new products like *Police Quest III*, *Robin Hood*, *EcoQuest* and

projects that got my attention.

Flash! There's a new *Willy Beamish* sequel in the works!

Dynamix's "Adventures of Willy Beamish" is not even released yet, but everyone who has seen it believes it's going to be a huge success. After the presentations of the product at the recent Consumer Electronic Show, Sierra expects it to be a best-seller to rival even Sierra's most anticipated sequels.

Based on this success, "The Further Adventures of Willy Beamish" is already underway. This is probably the first time in software history that the sequel to a product has started design before the original has even been released. Also from Dynamix, Damon Slye will follow-up the success of *Red Baron* with *Aces of the Pacific*. This product is scheduled for early 1992, but the notes show that it might even be available for this Christmas season!

Designer Roberta Williams is finally wrapping up work on *King's Quest V*. (She's been working on multimedia *King's Quest V*). In the next year, her time will be divided between two new projects. One is tentatively called "Scary Tales," obviously a horror game. The other is *King's Quest VI*.

Jim Walls will again leave

the Police Quest series and turn out another Johnny Westland spy thriller. Also, his original Police Quest I will be released in a new VGA version sometime early in next year.

Lori Cole initially planned to have *Quest for Glory III* ready to go early in the new year, but it mysteriously disappeared from the product schedule recently. According to reports, the project hasn't been cancelled, just postponed.

As mentioned before, *Space Quest V* is also in the plans.

News on the Local front: Ken Allen, composer of numerous Sierra soundtracks including *Oil's Well*, *Space Quest IV* and others, will release his own first album somewhere around Christmas. Composer Mark Seibert (*King's Quest V*) is busy composing lullabies for his new daughter. Customer Service Manager and longtime *Sierra/Dynamix News Magazine* contributor Liz Jacobs has a brand new baby girl at home, as does Craig Harding, Sierra's corporate attorney. It seems the Sierra Family is expanding rapidly these days.

Next Note: An apology to Apple owners everywhere. It's come to my attention that recent mentions I've made in this column regarding Sierra's move away from the Apple II have been taken as quite callous and prompted pain and frustration on the part of Apple II owners everywhere. No offense was intended folks. The word in the hallway, by the way, is that an announcement will come down shortly that Sierra Apple II products will soon be published by another major publisher. Watch for this news as it comes.

FINAL NOTE:

On a more serious side, I would like to take a quick moment to note the passing of Tod Zipnick, who recently lost a battle with cancer.

Tod's early work in graphic adventuring was an inspiration for everyone here. But more than that, Tod was a friend and we're going to miss him.

By Johnnie Magpie

- Johnny

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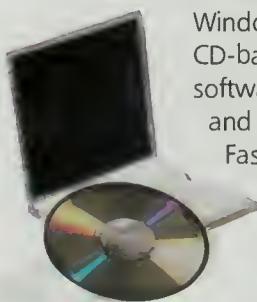
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